

WIN A
NINTENDO
SUPER
FAMICOM!!

SUPER CD-ROM GAMING ON NINTENDO & GENESIS!

NINTENDO · SEGA · TURBOGRAFX · GENESIS · GAMEBOY · LYNX · ARCADES · JAPANESE

ELECTRONIC GAMING MONTHLY

NUMBER 22

SPECIAL PREVIEW ISSUE!!!

Get the Exclusive Scoop
On The Hottest Games!

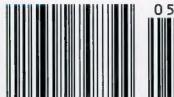
Check Out Lolo 3,
Batman, Twin Cobra,
Whomp 'em, S.C.A.T.
& Sonic the Hedgehog!

NINJA GAIDEN 3

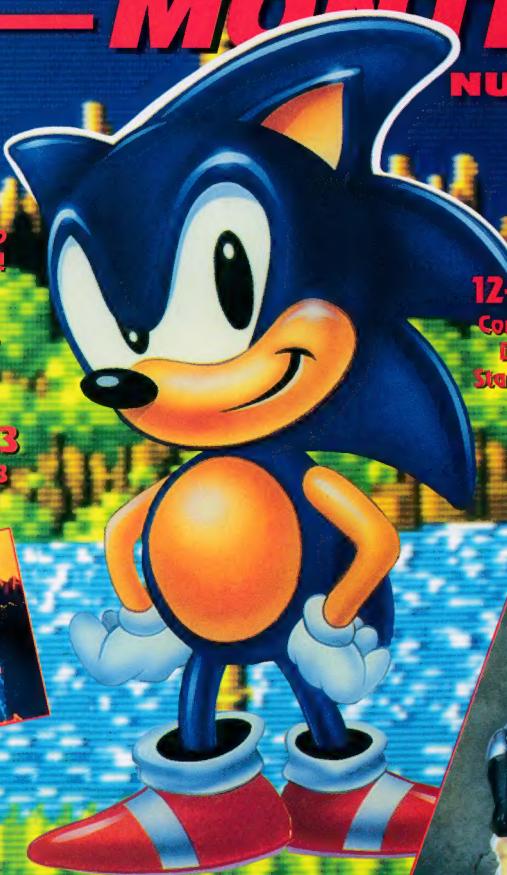
The First Look at Part 3
of the GaiDen Trilogy!



\$3.95/\$4.95 Canada/£2.50
May, 1991



0 14302 74874 4



Sega's
SONIC THE HEDGEHOG

12-MEG GAMING

Conquer the Universe in
Ballistic's Incredible
Star Control For Genesis!

BONUS!! ROBOCOP 2 STRATEGY GUIDE



THE ONLY GAME TO MAKE THE PGA TOUR CUT.



the Walrus, Hubie and Fred. In sum, sixty of the best players ever to swing a club.

No matter how you slice it, this is the most realistic Genesis™ golf game ever.

Real players with hole-by-hole tips. Real courses like the TPC's at Sawgrass and Avenel. 3-D greens you can read like an open book. A whole arsenal of special shots like chips, punches, and fringe putts. Even random pin placement.

You think any other game has the PGA TOUR stamp of approval? Come on. Get real.

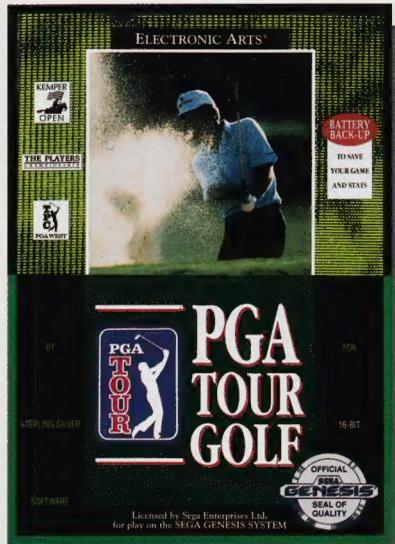


Instant replay captures every hole-in-one or splash down. Just like TV.



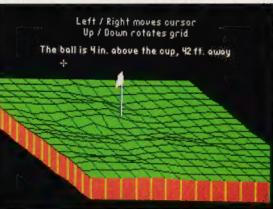
Take a real course in golf. We used the original blueprints that built the TPC's at Sawgrass, Avenel, and the PGA West Stadium Course. Plus the ultimate fantasy course. Anything else you try will be definitely under par.





PGA TOUR Golf doesn't miss a trick. With balls that have backspin and forward roll. More impossible lies than a politician. Hooks and slices that butcher the fairways.

And TV coverage is better than any you'll find on the tube. With spectacular aerial fly-bys. Close-ups of the hole. Multiple angles of the ball in flight. Instant replay. Killer sound effects—crowd applause, club swings, chirpin' birds. Even



Topographic contours reflect even the smallest green wrinkle. If you misread them, watch out for the bogey man.



Trade shots with 60 top pros like Tommy Armour III, Mark McCumber, Mark O'Meara, Fred Couples, Fuzzy Zoeller, and Craig Stadler. Ignore their advice and you could have a stroke.

a sportscaster with tournament highlights but no commercials. If you don't devour all your

greens, you'll finish out of the money. And back on the driving range and

practice greens. A battery backup saves everything—games, accumulated earnings, scores. Even PGA TOUR stats for up to 82 golfers.

So why drive anything else when you can cruise the TOUR? Club your way to the top with PGA TOUR Golf from Electronic Arts.

Call 800-245-4525 to order. Or visit your retailer.

It's golf so real, you'll rush out and buy a cart.




ELECTRONIC ARTS®

PGA TOUR, THE PLAYERS Championship, TPC, TPC at Sawgrass, TPC at Aventura, PGA West are registered trademarks used by permission. Sega and Genesis are trademarks of Sega Enterprises, Ltd. © 1991 Sterling Silver Software and Electronic Arts all rights reserved.



ELECTRONIC GAMING MONTHLY

The Last Word On Video Games

DEPARTMENTS

6 Insert Coin

Ed talks about the EGM 3 tier game review policy!

10 Interface

The editor takes on all of your probing questions that nobody else will touch!

14 Review Crew

The Crew cuts into the latest softs on all the systems.

22 Gaming Gossip

Quartermann has all the latest gossip on what the industry doesn't want you to know!

110 High Scores

Find out the latest Team contest and see who the big winners are on the only scoreboard.

112 Software Calendar

EGM and Vic Tokai present the games coming in May!

114 Game Over

Valis 2 has one of the best endings yet! It's on CD and only for the Turbo!

FEATURES

24

EG Express

EGM probes its Japanese sources and comes back with the final specs on Tera -Sega's new Genesis/ IBM combo.

26

International Outlook

Scope out the first pix on Ninja Gaiden 3 and Over Horizon for the Famicom!

30

Super Famicom Times

Get a sneak peek at Big Run and 3 new SF baseball games.

34

Behind the Screens

Learn the real story behind the world's first 12 meg Genesis cart coming soon from Accolade!

38

Next Wave

There are some great new games only a few months away! See the latest on Lolo 3, Ultimate Journey, Genesis Batman, Twin Cobra and much more!



Batman is coming for the Genesis! Look for it on video game store shelves coming this month!

50

Tricks of the Trade

Don't miss the latest and newest, top secret tricks, level selects and continuations in this special section!



The first pix you'll see of Tecmo's new Ninja Gaiden 3!

72

Nintendo Player

EGM has the story on Whomp 'Em, S.C.A.T., Lone Ranger and more!



It's 16 pages on the meanest cop ever built! Check out Data East's RoboCop 2 in Super Play!

80

Outpost: Genesis

Find out why everybody is excited about Sonic the Hedgehog in this exclusive! Also climb into a futuristic outer space battlecruiser in Star Control and help Caesar in the Warrior of Rome!

88

Turbo Champ

Two new super softs coming for the Turbo! It's their best basketball game yet and a shooter that sets new standards - Dead Moon!

94

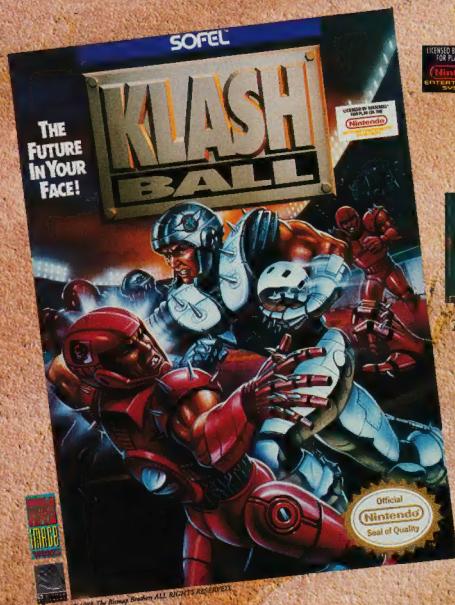
GameBoy Club

Go-Go tank and Bill Elliott's NASCAR Fast Tracks are in this month's spotlight!

COVER:

Sega's spectacular action/adventure game - Sonic the Hedgehog is coming to the Genesis in June! The action starts on page 80!

NAVIGATE THE OCEAN DEPTHS OR KLASH IT OUT IN THE 23RD CENTURY WITH SOFEL.



LICENSED BY NINTENDO FOR PLAY ON THE
 NINTENDO ENTERTAINMENT SYSTEM



The arena is very hectic.

The future in your face.

SOFEL takes life simulation into the future with the release of our newest game, KlashBall, for the Nintendo Entertainment System. In a stadium hundreds of years from now, techno-gladiators do battle, combining contact with speed and finesse. Two five-man teams go for it, each fighting to deliver a three-kilo metallic energy sphere into the opponent's goal zone.

It isn't pretty.

Teams challenge each other in a surreal arena that utilizes devices such as a warp tunnel, ball launcher, and magnetically charged bounce domes.

The gnarliest teams in the world.

KlashBall features a complete league system. There are eleven rowdy teams, each with unique skills, strengths and weaknesses. After each match the central computer analyzes the outcome and records the stats. Play against the computer or klash it out with a friend.

It might be too real.

If you're ready, take a trip into the 23rd century with KlashBall. A game so real, it's in your face!



Know your competition.

Get your feet wet.

Navigate through the ocean depths with the original aquatic homeboy, Fish Dude. The object is to eat as many little fish as possible so Fish Dude can grow to fight off his hungry enemies. Big fish, seagulls and a floating feline are all after him. Luckily Fish Dude has some cool pals like Octo dude to help him out of tricky situations. Come on, get your feet wet and explore the high seas with Fish Dude!

Yol



Watch out homey!

SOFEL

© 1998 SOFEL • Nintendo, Game Boy, and related trademarks are trademarks of Nintendo of America Inc.

CIRCLE #102 ON READER SERVICE CARD



PUBLISHER, EDITOR-IN-CHIEF

Steve Harris

EDITOR

Ed Semrad

ASSISTANT EDITORS

Ken Williams

Martin Alessi

Sushi-X

David White

Mike Riley

STRATEGY CONSULTANTS

U.S. National Video Game Team

FOREIGN CORRESPONDENTS

Robert Hoskin

Hideki Shikata

LAYOUT AND PRODUCTION

Direct Contact, Inc.

George Mac, Associate Art Director

John Stockhausen, Ad Coordinator

CUSTOMER SERVICE LINE

(708) 647-7038

NATIONAL ADVERTISING DIRECTOR

Jeffrey Eisenberg

Eisenberg Communications Group

2121 Avenue of the Stars, Suite 630

Los Angeles, CA 90067

(213) 655-5513

SENDAI PUBLICATIONS, INC.

Steve Harris, President

Harvey Wasserman, Circulation Dir.

Steve Keen, Newsstand Dir.

Marilyn Berger, Circulation Manager

John Stanford, Manufacturing Dir.

Cindy Polus, Financial Dir.

DISTRIBUTED BY

WARNER PUBLISHING SERVICES, INC.

ABC AUDIT APPLIED FOR

Electronic Gaming Monthly is published 12 times a year by Sendai Publications, Inc. Electronic Gaming Monthly subscription rates for U.S.: \$23.95, Canada and Mexico: \$34.95, and all others by air mail only: \$80.00. Single issue rates: \$3.95. The editors and the publisher are not responsible for unsolicited materials. No part of this publication may be reproduced without the expressed written permission of Sendai Publications, Inc. Copyright 1991, Sendai Publications, Inc. All rights reserved. All materials listed in this magazine are subject to manufacturers change and the publisher assumes no responsibility for such changes. Printed in the USA. Printed with pride!

**EGM REVIEW POLICY**

One of the nice things about this job is to be able to sit back on a weekend and go through the hundreds of letters that you send in each week. This gives us an indication as to what you like and dislike and it also helps us decide what to review in the upcoming issues.

An area which has been of great interest is the way we structure our game reviews. While not new to the players who have been reading our mag for a while, there are thousands of new readers, and dozens of new game companies who want to know more about how, and when we evaluate the games.

Unlike other mags which combine everything in one shot, we have split our game reviews into three distinct and different processes. We feel that games don't just 'happen', they evolve, and that is what we show. It is a three step process that lets you follow along as a game becomes final.

The first step in the life of a game is its appearance in our Next Wave column. This section of the magazine is devoted to showing you the very first pictures of the upcoming games. These softs could be anywhere from 3 to 6 months away from production and they could be either photos supplied by the manufacturer or from a 20% to 30% complete prototype. The purpose is to show you what is on the horizon. This helps us deliver the first facts and photos on new games like Ninja Gaiden 3 to give you an initial indication of what the game will be like.

Next, if the game is worthy of additional attention, it moves to our Fact-File. In this section we will take a game that is anywhere from nearing completion and blow it apart to give you even more detailed info. This include all the bosses, weapons, power-ups, special techniques, characters and maps of some or all of the levels. The text that accompanies the Fact-File will describe the plot of the game and some of the techniques used. The fact file then shows you, in great detail, what the game is about. The maps show you the length and shape of the levels, while the photos of all of the items display how much variety is built in. The game is now about two months from production. At this point we get the best information from the company about the tentative release date and cart memory configuration. Being able to see all the elaborate backgrounds and unique features in a game like Metal Storm, helps you decide whether it is the type of game that you will enjoy. Also, since we have an elaborate system to collect photos, we can bring you action that you won't find anywhere else! We never will use the 'stock' screen shots that other mags do because we know that you don't want to see the same pix in EGM!

Lastly, when a finished ROM is available we give the game to our Review Crew for the magazine's formal evaluation. Each member of the Crew reviews the game independently to its end, focusing on over a dozen items ranging from sound effects and background music to graphics and game play. All of this gets boiled down to our number rating system and the features that are exceptional (either good or bad) are described in the text. These reviews are then run in the issue that coincides with the game's release.

We think this process works, and judging from your letters, so do you. But, as always, we would be interested in your further thoughts. If you have more suggestions on how we can improve the quality of our reviewing process, please drop us a letter and let us know!

Ed Semrad
Editor



THE NBA'S JAMMIN' ON GAME BOY!

HORSE AROUND WITH
CHARLES BARKLEY.

GO ONE-ON-ONE
WITH ISIAH THOMAS.

STAR IN YOUR OWN
NBA ALL-STAR
TOURNAMENT.

SHOOT OUT WITH
PATRICK EWING.

MATCH FREE
THROWS WITH
CHRIS MULLIN.

PLAY ALONE OR
HEAD-TO-HEAD
AGAINST A FRIEND.

Take the NBA® All-Star
Challenge™ on Game Boy™

Hooked on
Pro Basketball?

Your best shot
is Ljn's NBA®

All-Star Challenge™ for Game
Boy™ with 27 (not a missprint)
of the NBA's greatest stars
(one from every team) in
five action-packed events.

This is Game
Boy action for
real basketball fans...the players
look real...their moves look real,
the sounds are real. So, what are
you waiting for? The 24-second
clock is running
and the action's
FAN-TASTIC!

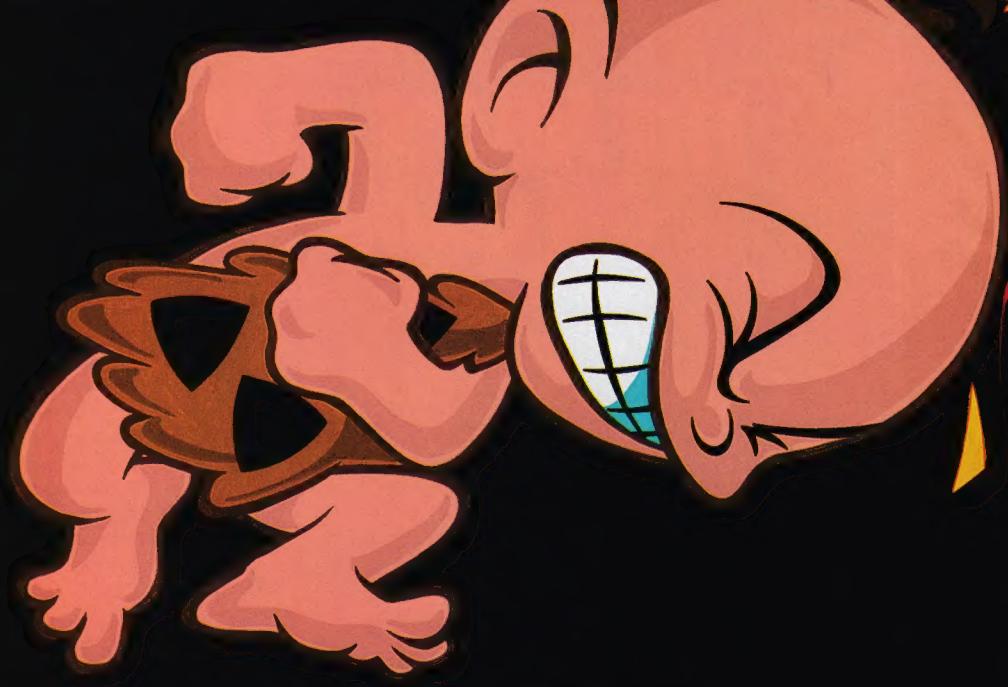


LICENSED BY
Nintendo



All NBA and Team Insignias depicted are the property of the respective teams and NBA Properties, Inc. and may not be reproduced without written consent of NBA Properties, Inc. Nintendo, Game Boy, and the official quality seal are trademarks of Nintendo Co., Ltd. Ljn and NBA® All Star Challenge™ are trademarks of Ljn, Ltd. © 1991 Ljn, Ltd.

CIRCLE #150 ON READER SERVICE CARD



IT'S 10,000 YEARS AGO.

YOU MUST BONK 28 STAGES OF BAD GUYS

TO RESCUE YOUR PRINCESS.

AND YOU'VE ONLY GOT 1 WEAPON.

You live in a world of prehistoric swamps, tropical forests and stone age deserts. Humongous dinosaurs, primordial gators and various other slimies, beasties and creepies roam at will.

And the bad news is, evil King Drool has kidnapped

PREPARE TO BUTT HEADS. the Princess Za (a most excellent-looking babe.) As Bonk, the heroic young Neanderthal head-banger, you will now embark on an epic quest through five levels of monstrous foes to rescue your princess. But there's just one catch. The only weapon you can take with you is your head.

BONK'S ADVENTURE

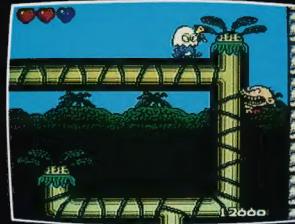


As Bonk, you must battle Huey, the first Boss. Huey is hypnotized, so he forgets he's really your friend. Just keep bonking him on the head to jog his memory.

Look for more lives inside the dinosaur. Also remember to check every cave entrance and bonk all walls to find secret bonuses.



A most heinous boss, Tractor Head, has a deadly beanball fight with Bonk. You can beat him, just use your head.



Sometimes Bonk needs to climb to get where he's going. Since they hadn't invented the ladder in 10,000 B.C., he uses his teeth.



Meat helps Bonk get fired up to beat the bad guys. Like all fast food, you never know when you'll come across it, so keep your eyes peeled.

**TURBO
GRAFX**

NEC



Alright, here's your chance to sound off! Send us your compliments, complaints, gripes and overall opinions! We love to get 'em! If the editor likes your letter enough he may even print it! Send all letters to: Interface: Letters to the Editor, Sendai Publications, 1920 Highland Avenue, Suite 300, Lombard, IL 60148.

TURBO EXPRESS AC?

Recently I purchased a Turbo-Express from a mail order game supplier. I later bought the TE tuner and I am very happy with the unit. I then ordered the AC adapter which was listed as being in stock. I called and ordered it for \$29.95 (plus \$7 UPS Ground delivery). Two weeks passed and I got a package from the company. I opened it and was shocked to see a Tandy Radio Shack AC adapter with a 6 and 7.5 volt setting. I called the company back and complained that I got an inferior substitution. They said that NEC has told them that it works fine at the 6.5 volt setting and if anything went wrong the TE would be covered under warranty. Wanting more info I called the NEC hotline. They said that using any non-NEC adapter would void the warranty! I don't want to void my warranty so I called the mail order store and asked for a full refund. They stated that they didn't give refunds, only credit towards another purchase! Will the Radio Shack adapter damage my TE? (c.c. Better Business Bureau, NEC, and game mags)

**John C. Mueller
Ft. Meyers FL**

(Ed. We contacted NEC to get the straight info from their technical staff. From an internal memo dated 12/4/90 NEC states: "We do not recommend other adapters as they are not made for the specifications of our product. However other consumers have made us aware of an adapter at

adapter due out very soon it may be best to wait and buy the proper unit.

This brings up another point which relates to the mail order companies. Read the fine print! To avoid disappointment, be very careful to know what the return or refund policy is! Also, not all companies have the same policy. Some will work with you if you have a legitimate problem!

JAPANESE GAME REVIEWS?...

I would like to address the growing problem in video gaming magazines - Japanese games. I have two Mega Drive carts and love playing them on my Genesis. I have noticed a number of mags using Japanese photos and secrets for American games just released. An example is Shadow Dancer. These mags, including yours, have reviewed this game and pictured the Japanese version. Why? This leads me to believe you're not an American magazine. You're Japanese, or at least a converted Japanese magazine. Are you?

**Gary Martin
Va. Beach, VA**

(Ed. You bring up a good point Gary. And it relates to how the game companies and magazines work. Magazines have to contend with something called lead time. This is the time between when the article is written, and the time you read it (see the next letter). Game companies work in a similar manner. Many cartridges are first made in Japan for the Japanese

market. Then they are converted for the U.S. market. In order for game companies to give magazines a product whose Fact-File will reach you in time, they often will distribute the earlier Japanese cartridges. With Shadow Dancer, Sega gave us a cart which was the best available. After that Fact-File was published, Sega updated the title screen. While we have contacts with Japanese mags, EGM is produced entirely in the U.S.A.!



The early prototype and final title screen in Shadow Dancer.

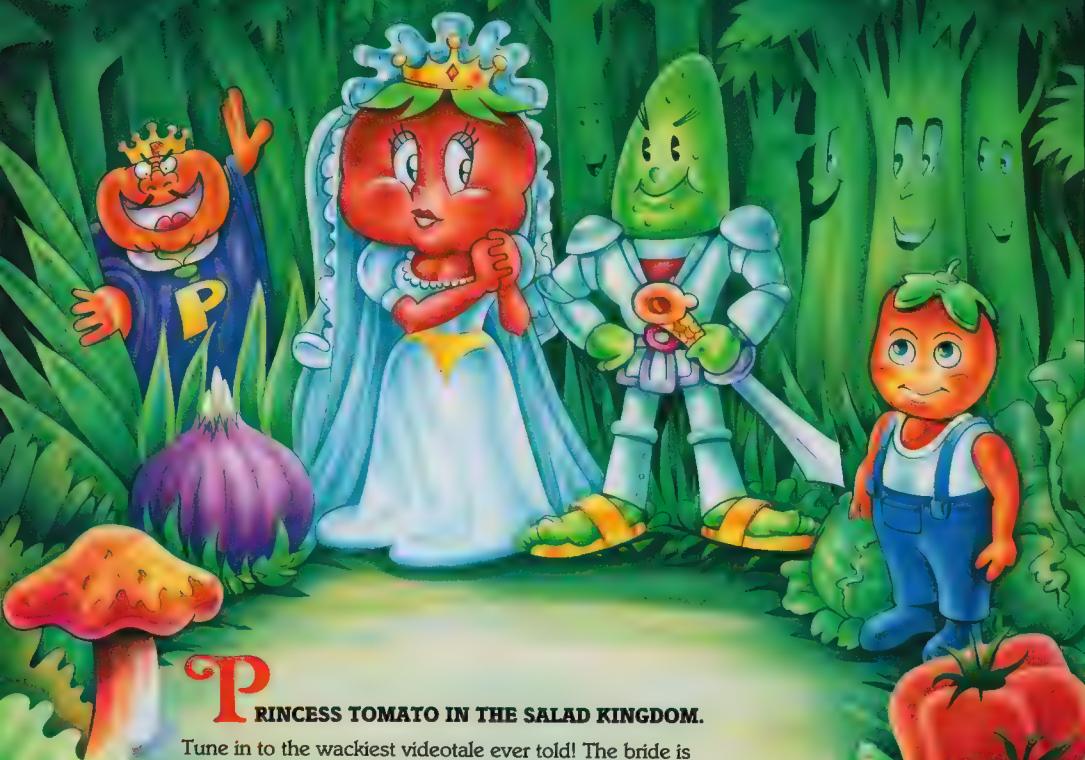
MORE TURBO!

I really love your magazine. I buy every issue as soon as it hits the newsstand. I do have a complaint though. Mainly it relates to your Turbo coverage. To put it bluntly, it stinks! The usual number of games being reviewed or previewed is about four. This compares to at least ten for the Genesis. Your reviewers are also anti-Turbo, saying that it's hard to believe that Aeroblasters is a Turbo game. Will you do more Turbo?

**Yoni Yasguir
Cherry Hill, NJ**

(Ed. We are trying our best to get you the most Turbo info possible. The special pre-CES insert in issue 19 was the first in the industry! We also were the first to show you pix of Bonk's Revenge. One problem revolving around the amount of Turbo vs. Genesis coverage is the sheer number of licensees. Sega, with over 17 companies producing softs on the Genesis, will naturally produce more games while NEC has fewer. We have covered virtually every Turbo game to appear and will continue to do so. We have offered NEC a 'blank check' for coverage of their new products in several upcoming issues and they are getting everything possible to EGM readers. As for Aeroblasters, we believe that four nines and a seven, as Review Crew numbers, speak for themselves, labeling the game outstanding!)

'Do You, Sir Cucumber, Take This Princess As Your Lawfully Wedded Tomato...?'



PRINCESS TOMATO IN THE SALAD KINGDOM.

Tune in to the wackiest videotale ever told! The bride is ripe and the groom is ready. But will Sir Cucumber and Princess Tomato really live happily ever-after?

Or will Minister Pumpkin have his wicked way? Will he enslave the Salad Kingdom? Will he put Sir Cucumber on ice? Will our Princess wind up on the tip of a french fry?

The fate of the realm is in YOUR hands!

PRINCESS TOMATO IN THE SALAD KINGDOM.
Look for it today!



HUDSON GROUP
HUDSON SOFT®

Hudson Soft USA, Inc., 400 Oyster Point Blvd. S-515
South San Francisco, CA 94080 • Tel: 415-495-HINT

LICENSED BY NINTENDO®
FOR PLAY WITH THE
Nintendo
ENTERTAINMENT SYSTEM®



Hudson Soft is a trademark of Hudson Soft Co., Ltd. PRINCESS TOMATO in the Salad Kingdom™ is a trademark of Hudson Soft USA, Inc. Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America Inc.

CIRCLE #109 ON READER SERVICE CARD.

LIFE IN THE FAST LANE!

I think you guys have the best jobs in the world! Imagine being able to play every game months before they come out. I'm a pretty good writer, how can I get a job working for you?

Bob Hammond
Columbus, OH

I saw a new section in issue 19 of EGM. It was called Behind the Screens. Being able to see what goes on at the different companies is cool because all we ever get to see is the finished product. You know what would be even cooler? Do one on EGM! Keep up the good work! I like the new additions that you have been making to the magazine!

Brandon Sever
Omaha NE

OK guys, how do you do it? Each month your magazine keeps getting better and better. Is it my imagination, or is it also getting larger too? Like, it's cover to cover pictures! Your photo bill must be horrendous! And it's all new, not a bunch of old games which I've already seen. It must take you all month to do it! But who does the work? You don't list a lot of editors in the front of the magazine. Can I help you with some of it? I'm a good game player! At least tell us more about your famous review crew!

David Blackwell
Vancouver, B.C.

Over the last few issues I've been noticing that you are using more and more strip maps. I think that is awesome as it tells me more about a game than just one photo. The alignment of the photos is far superior to what I've seen in other mags too! The Super Play on the Turtles was awesome!

Carl Davis
Charleston, SC

(ed. Sorry guys, we appreciate your interest in the magazine but the big cheese isn't hiring at the moment. While we'd like to hire each and every one of you for some type of super secret work, our operations dictate the need to have the games played under one roof! This lets us take a game from start to finish with no problems!)

Each project is a team effort and that allows us to do a two page fact file, showing all 7 levels in a game such as Gaiates much more quickly. Of course having the best players in the country and the most sophisticated computer equipment does help because we can do some pretty amazing things, like perfect game maps, here at the office. While how we do things must remain top secret, you may be getting a sneak peek at some of the fun behind the screens here at EGM in a future issue! What do you think - care to see the ugly mugs of the EGM staff in action?

Of course it does help to have the shortest 'lead time' in the industry (the length of time it takes to get the mag from our computers and into your hands). Where others are dealing with 2 - 4 months between writing a story and getting it into the store, we can get our info to you in a matter of weeks! Yet another reason why you'll see it here first!

NUDITY ON GENESIS??

Whoa! Do my eyes deceive me or did you and another magazine publish nude photos of a fairy in the game Stormlord for the Genesis? Is Sega finally broadening their horizons and giving us guys more to look at than just zippy backgrounds? Or did they fall asleep when they were giving out that "Seal of Approval" that goes on each cartridge that I buy? I can't wait to get this one!

Brendon Smithes
Atlanta, GA

(Ed. You're right, the fairy has no clothes! Sega hasn't been resting with eyes closed either as they have requested that Razortsoft make some slight cosmetic changes to the game. The photos that you mention were from a very preliminary and incomplete version of the game which was being demonstrated at the CES. As of this writing the game has just now been finished and delivered into our hands so that we can provide you with a complete a thorough evaluation in an upcoming issue. And we're sorry to break your bubble, Brendon, but the Stormlord fairies have been given a complete set of dress.)

Power Up

VIDEO SERVICES

THE GAMES YOU WANT! AT THE PRICE YOU NEED!

GENESIS



MEGA DRIVE



WE UNDERSTAND YOU!

We shop for you in our stores overseas to bring only the most exciting and technically advanced games...some not yet available in the states.

We offer specials, quick delivery, and even C.O.D.'s if you don't have a credit card. Call today to purchase your next video at a low, low price.

CALL US TODAY!
1-803-731-0466

Bulletin Board Service
803-731-0353 / 803-731-0592

WE ACCEPT:
VISA/MASTERCARD/
PERSONAL CHECKS

Ashland Park, St. Andrews Rd.
Columbia SC 29210



Logos in this ad are registered trademarks of this respective game systems, and are in no way affiliated with Power Up Video Services. All refunds, credits, and other changes must be approved by manager. No cash refunds unless approved by manager.

ADVENTURE **ISLAND** II™



More Fun in the Sun with Adventure Island II™



Break out the sunscreen and take off for Adventure Island II.™

That Evil Witch Doctor's at it again. He's grabbed your latest honey and dares you to do something about it. □ But this is no day at the beach. You've gotta fight your way past EIGHT treacherous islands! Including a Dinosaur Kingdom with some of the creepiest critters ever to slither across a video screen. Volcanoes. Avalanches. Giant Scorpions. Killer Cobras. We're talkin' one tough Witch Doctor here! And the action really heats up with a new vertical/horizontal scroll. Plus, stage select lets you control play. □ ADVENTURE ISLAND II. A sure-fire scorcher! Look for it wherever you buy the best video games.

LICENSED BY NINTENDO
FOR PLAY WITH THE
Nintendo
ENTERTAINMENT SYSTEM™



HUDSON SOFT®

Hudson Soft USA, Inc.
400 Oyster Point Blvd., Suite 515
South San Francisco, CA 94080



THE 'CREW'

ABOUT OUR RATINGS:

- 10 = Perfect
- 9 = Outstanding
- 8 = Excellent
- 7 = Very Good
- 6 = Above Average
- 5 = Average
- 4 = Fair
- 3 = Poor

Steve is busy weeding through the dozens of new EPROM's that Ed brought back from Japan. The new Super Famicom softs are his favorite and occupy most of his time.

Ed is in a trance again after getting an eyeful of new super CD-ROM drives when he was in Japan last month. For games, the ultra-hard Shining Darkness is taking up his free time!

Martin has just finished Sonic and Actraiser and he is moving into the spectacular Famicom Ninja Gaiden 3 and an alpha version of Super R-Type for the SF.

Sushi-X left to go back to Japan after showing us his arcade skills by walking through the rad Simpsons arcade game with one quarter! He's now into the 32 bit Rad Mobile!

Nintendo - Jaleco Whomp 'Em

Type: Action Release: Apr.
Levels: 8 Difficulty: ???



You are Soaring Eagle, a young Indian brave, on a mission. You must travel through eight different worlds, six of them may be traversed in any order, in search of totems for your magical pouch. Throughout your journey, you will discover such items as head dresses, gourds and magic potions which will all aid in your quest. Each totem has special power-up abilities, from flames to clouds. How!

This game was a different type of spin-off on the traditional side scrolling action concept. The graphics, sounds and play art are incorporated well and create a nice gaming experience. It's not the best game in this genre, but fans of similar titles should enjoy this one as well.

This game shares a lot in common with the Disney game from Capcom which allow you to access any level of play and also temper their challenge with an easy tone. Whomp 'em does require more skill, but this only adds to the enjoyment that action lovers will get.

Whomp 'em is a cool game in the same style as *Rad Mobile* as *Mega Man*. The action isn't quite as complex as others, but the game does offer a wide environment to battle within and a change on the usual round progression. The graphics are adequate and the game itself good.

Whomp 'Em is an interesting game. I liked the American Indian idea, especially since most action games don't get creative for new themes. The graphics were colorful and the sound was decent. I also liked the ability to visit any one of the stages at any time. Good game!

Nintendo - Kemco Uninvited

Type: Advnt. Release: Apr.
Levels: NA Difficulty: Hard



AS YOU ENTER, THE DOOR SLAMS SHUT BEHIND YOU.

You start this adventure after mysteriously crashing your car into a tree. Unfortunately, your brother, who was in the car with you at the time of the crash, is now missing! It's up to your bravery and detective skills to find him. As you barely escape the exploding car with your life, your adventure leads you to an old haunted house. Can your nerves stand the creepy place? Can your wits stand the puzzles?

Uninvited follows along the same computer-inspired theme as Shadowgate, with plenty of first person representations of the surroundings you encounter. The RPG theme is buried under moving cutscenes which manage to slow things down, but those who want quests won't mind - I did.

Like Shadowgate, Kemco has directly translated the old computer quest. All of the challenge you'd expect in an adventure RPG is here, but the graphics are definitely restrained by the limitations of the Nintendo. Good for puzzle-solving RPG lovers though!

Uninvited is another one of those RPGs that tries to simulate real life with graphics instead of text or putting the characters in action-oriented game play. The problem is that, while the quest is cool, the graphics and interaction just don't cut it. Too complex for its own good.

Although Kemco looks like they put a lot of effort into this game, I still didn't like it as much as I could have. The graphics were decent and the sound wasn't anything to jump off a building for. The puzzles were too obvious in some places and totally off the wall in others. Let's see some new ideas.

THIS TINY GAME HAS 1,253 ENEMY SOLDIERS, 392 TIME DELAY BOMBS, 140 LASER CANNONS, 28 SINKHOLES, AND ONE KICKBUTT ATTITUDE.



BUT IT STILL HAS ROOM FOR YOU.

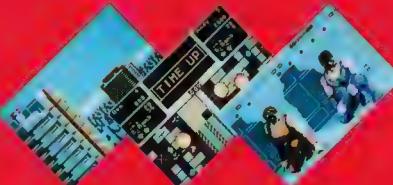
Give or take a few enemies, time delay bombs, laser cannons, and sinkholes, but who's counting. Because you'll need all your skills, good judgement, and quick reflexes to crack this game.

In Crack Down, you must accept a top-secret mission to re-take control of a heavily guarded facility where artificial life systems are created. The only problem is that their evil leader wants to use them to take over the world. And they don't appreciate well-armed visitors, spoiling their plans.

Once inside, you'll have a limited amount of time to set off time delay bombs at key locations inside the compound and get past the patrolling guards.

If you need help, use the two-player split-screen mode. This special option allows you and a friend to blast away with your weapons as two separate teams within the facility.

So if you want a game that has an attitude, make a reservation to play Crack Down. We have just enough room to fit you in.

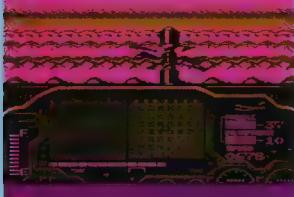


SAGE'S CREATION™

CIRCLE #112 ON READER SERVICE CARD.

Nintendo - Komani Laser Invasion

Type: Action Release: Apr.
Levels: 3 Difficulty: Avg.



Your mission, should you choose to accept it, is to infiltrate the Sheik's Sand Storm Command Center (whew!). You'll be battling your way through 3 different game modes: Air Combat, Ground Warfare and the 3-D Confusion Maze. Each mode is a different game in itself, each shown from different perspectives. Whether piloting a helicopter or sneaking through the 3-D maze, many enemies await you!

This game comes off as a gimmick for the Konami head controller, and with that device it's sure to have more of an effect than did playing it with the regular pad. The game has few high points with your typically poor Nintendo first-person graphics. Nice but not much innovation.

While this game was obviously designed to take advantage and sport the features of Konami's Lazer Scope peripheral, it does have some merits of its own. The action is steady, with lots of enemies attacking at all times. A decent game whether you have the Scope or not.

There just really isn't that much of a game in Lazer Invasion unless you're sporting the Sheik's sand headband. Anyway, the game that is here features plenty of flying targets who move about and occasionally fire back. The movement is jerky and the graphics in most areas poor.

Well there seems to be enough gaming variety for the buck in Laser Invasion, but I just don't capture my attention. The inflight graphics were choppy and I got killed too easily. The other sections of the game also weren't what I thought they could have been. Boring.

Nintendo - Trifix Castelian

Type: Action Release: Apr.
Levels: 8 Difficulty: Avg.



Jemmerville was just another quiet island on the planet Centrus in the Triangulum galaxy. That was, of course, until 7 alien towers surrounded the island. If one more tower plants itself, the gemmining island is certainly doomed. It's your job as Julius to climb each tower and topple them. You can grab gems along the way to increase your score, as well as shoot or avoid l-balls, metalfill's and other baddies!

Castelian sports an excellent graphic effect with a rotating column of bricks. But after you've played the game for awhile, the effect wears off and the game play isn't that spectacular. It is innovative, though, as an action/puzzle, rather than more than the rest. Originality is its saving grace.

There isn't a lot of game in Castelian. It starts out as a different type of action cart, but quickly becomes repetitive. The difference between each tower that you climb is negligible, and since there is plenty of challenge, you end up doing the same level over and over. Boring.

There's not much that you can really say is very good about Castelian, except the turning, scissiling tower effect. Other than that, there isn't enough of a threat demanding play techniques to overcome the challenges. Make it to the top and other tower awaits. Big deal.

This game was O.K., I really liked the way the towers rotated when you enter them and the enemies moved without stagger. Sound was about what you would expect from the NES. It was a little disorientating at first, but once I got the hang of it, I enjoyed the game.

Genesis - Sega Phantasy Star 3

Type: Advnt. Release: Apr.
Levels: N/A Difficulty: Hard



Phantasy Star fans, rejoice! The third PS adventure has arrived. You are Orakio, the brave adventurer who sets out to bring peace to the land once again. Your new adversary is tougher than before and you'll need all your strength and skill to win the game. Visit towns, explore the countryside, battle vicious creatures, meet new people, fight with new weapons, discover new items. You decide your destiny!

PS3 is different from the first two quests in many ways, but the basic play hasn't changed much. You wander about, fighting different enemies, creating stronger characters as you collect people and solve mysteries. A better-than-average RPG with nice graphics.

A definite winner! This amazing follow-up takes the proven Phantasy Star theme and carries it over the ages to include a changing storyline that twists and turns depending on the marriages that take place. Guide your characters to each of the different endings! Amazing!

One of the best RPGs ever! Phantasy Star 3 blows away the previous games, although not necessarily more challenging overall. The game throws in a lot of new features like different generations who each will encounter their own quests to overcome. Awesome RPG!

Phantasy Star 3 is a good adventure game, especially if you were a fan of the first two. Good graphics, good sound, involving story and the size of the game were all pluses. However, I still enjoyed Y'S Book 1 and 2 better than this game. Still, if you're a Genesis adventurer, PS3 will do.

KABUKI QUANTUM FIGHTER



■ The setting—Earth, the future. ■ The defense computer protecting the entire planet has been invaded by a constantly mutating, evolving virus. ■ One lone volunteer has the courage to face the virus on its own ground. ■ Converted to raw data and transferred into the circuits of the computer; the molecular structure of this brave warrior is transformed by the as-yet untested Image Transfer System. ■ Into the circuits of the computer steps an unlikely hero—the Quantum Fighter! ■ Six levels of challenging action, unequalled game control, and a surprising arsenal of weapons!



Licensed by Nintendo for play on the-

Nintendo
ENTERTAINMENT
SYSTEM®

HAL AMERICA INC.

The Funatic Specialists

7873 S.W. Cirrus Drive, Building 25F Beaverton, Oregon 97005
Tel. 503/644-4117 Fax. 503/641-5119

HAL is a trademark of HAL America Inc. Nintendo™, and Nintendo Entertainment Systems® are registered trademarks of Nintendo of America Inc.



CIRCLE #110 ON READER SERVICE CARD.

Genesis - Electronic Arts PGA Golf

Type: Sports Release: Apr.
Levels: N/A Difficulty: Avg.



PGA Tour Golf is the first golf game on the Genesis that allows you to play against up to 60 of the most competitive pros on some of the finest golf courses in the world. Before you're ready to be the golf king, however, you'll need to sharpen your skills like special shots, putting, coordination, touch, power and course familiarity. Study successful shots in slow motion. You'll be ready to take on the best.

Golf games are a favorite and while this title takes a little getting used to, especially the game's true-to-life difficulty, it gives you a great simulation of the real sport. The basic game is the same index-timing system found in the other titles, but the play and first-person graphics are a real kill!

PGA Golf succeeds at combining the usual golfing game with great Genesis 16-Bit graphics. Instead of a boring overhead perspective, PGA Golf uses some brilliantly drawn environments that give you an on-the-green view of the action. Tournament settings expand the appeal.

This game is like most golf games I've played, demanding reflex and timing as well as skill and strategy in judging hills and wind direction. The graphics are adequate for the title, although they aren't exceptional. Some good voice and sound effects round out the package.

For a golf game, EA's version of this popular concept was pretty good. Although the graphics weren't especially colorful, I did like the instant replay and alternating perspectives that the game offered. Digitized sounds of the crowd also made the game more realistic. I liked it!

Genesis - Electronic Arts James Pond

Type: Action Release: Apr.
Levels: 12 Difficulty: Avg.



What's this? The famous secret agent must have met the same fate as the Incredible Mr. Lippett, because you now control James Pond, special agent of the deep! In missions like Licence To Bubble, A View To A Spill, Fishfingers, The Mermaid Who Loved Me and other fishy situations, you'll be battling evil divers, radioactive canisters, oil spills and other damaging objects found in the game.

James Pond has a lot of enemy characters. The environments Pond maneuvers within are bright and colorful. The techniques he possesses are varied. The execution of all these positive traits, however, is not very challenging or much fun, however, which is the main reason to play.

This game takes the usual concepts of scrolling action and totally turns them inside out. The graphics are crisp and colorful but the action suffers from a lack of real timing. The goals are represented clearly, but they just aren't much fun. Could be an interesting Genesis title for kiddies.

This game is not what I'd call exciting or fun. The graphics are a combination of pastel tones that serve as a bright background to what is a pretty ordinary game. The execution of this ordinary game makes it even less exciting. Never mind challenge, there's just nothing that's much fun.

This game looks like a nice kids game. The graphics are colorful, like Mario Brothers, and the sound isn't bad either. Each level had nice variety with different musical tunes and completely different tasks to accomplish. Although not for anybody over the age of 12, I thought it was cute.

Genesis - Namco Powerball

Type: Sport Release: Apr.
Levels: N/A Difficulty: Hard



What do you get when you combine the strategic elements of Football with the violent quickness of Hockey and throw those two spots years into the future? Why, Powerball, of course! Each nation has represented a team at these games, each possessing special talents. Speed, power, stamina - these are all important attributes, but what really matters is your aggression and quick thinking on the field.

Powerball is one of those addicting titles that doesn't quite seem like much when you first plug it in, but the more you play and learn the techniques, the more involving the cart becomes. Powerball is a very different video sport that combines high action and pseudo-football rules.

This game moves fast, looks good and represents one of the first times that a game company ~~had~~ developed a new "sport". The action is fast, lightning fast in some instances, with decent graphics and sound. A different change of pace that should appeal most to sports fans.

Powerball is just the right kind of game for people who have wanted to merge football videos with action titles. The premise behind the "sport" is easy to pick up, and the action comes off well. Not exactly my cup of tea, but nevertheless a very playable game.

I've seen this idea many times in the past, but there's still something in this game that ~~grabs~~ my attention. As with most games of this type, the two player option is what really shines in the game. The computer opponent is way too hard, frustrating the single player gamer quickly.

Pinball



SUBSCRIBE TO THE ULTIMATE ALL-SEGA MAGAZINE!

MEGA PLAY

Only \$14.95 For Six Issues - Save Over 25%

Mega Play, from the editors of EGM, is your ultimate guide to the world of Sega video games. Whether it's 8-Bit or 16-Bit, Mega Play delivers with the latest info from America and Japan, honest multi-player reviews and previews months and months ahead of the competition! Power-up NOW and SAVE BIG with Mega Play!
(Make Checks Payable to: Sendai Publications, Inc.)

Name _____

Address _____

City _____ State _____ Zip _____

Please wait 4-6 weeks for your first issue to arrive.

Expires June 30, 1991

YOUR V.I.P. TICKET TO SUPER FAMICOM, MEGA DRIVE & PC ENGINE GAMING!

SUPER GAMING

The Magazine of International Gaming

Four Great Issues
For Only \$9.95

(Make Checks Payable to Sendai Publications, Inc.)

Super Gaming takes you where no other magazine can, showing the latest developments from around the world and photos of games that won't be seen here for years - if ever! Each full-color issue uses tons of photos and maps to show you the mega-hits of tomorrow, today! Super Gaming also gives you tips and tricks, release dates, and the most comprehensive international coverage you can get!

Name _____

Address _____

City _____ State _____ Zip _____

First issue will arrive in May, then quarterly thereafter

Offer Expires June 30, 1991





**Please place in an envelope,
with \$14.95 payment and mail to:**

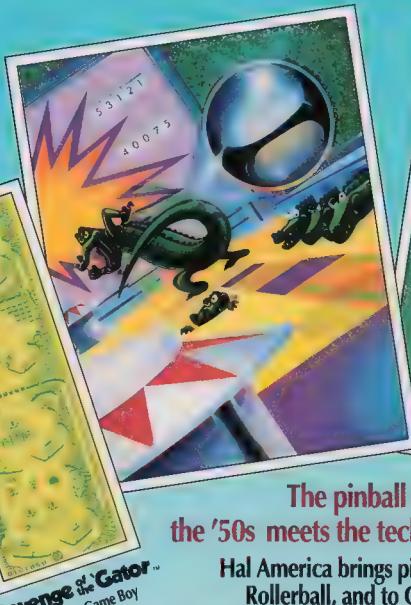
**MEGA PLAY - The ALL-SEGA Mag
1920 Highland Avenue, Dept. B
Lombard, IL 60148**

**Please place in an envelope,
with \$9.95 payment and mail to:**

**SUPER GAMING
1920 Highland Avenue, Dept. C
Lombard, IL 60148**

HAL AMERICA

PINBALL



Revenge of the Gator
Pinball For Game Boy



ROLLERBALL
Pinball for NES

The pinball game of
the '50s meets the technology of the '90s.

Hal America brings pinball to NES™ with
Rollerball, and to Game Boy with
Revenge of the 'Gator. Multi-screen, vertical
scrolling pinball guaranteed to challenge any player, beginner or
pinball wizard. The most life-like movement and game play of any video pinball game.
GamePro magazine says "Revenge of the 'Gator's snazzy little reptiles show off Game Boy™ at its best".*
According to Game Players Magazine, "Rollerball is truly a dream pinball machine".*

- Simulates real flipper action
- Realistic ball action
- Head-to-head competition
- Bonus play



"Gator selected #6 all time best
Game Boy™ Title by Nintendo
Power Magazine."



7873 S.W. Cirrus Drive, Building 25F • Beaverton, Oregon 97005 • Tel 503/644-4117 • Fax 503/641-5119

Nintendo, Game Boy and the Official Seals are trademarks of Nintendo of America Inc. ©1991 Nintendo of America Inc.

CIRCLE #110 ON READER SERVICE CARD.



Licensed by



Game Gear - Sega G-LOC

Type: Sports Release: Apr.
Levels: N/A Difficulty: Avg.



G-LOC, Sega's sequel to their Afterburner arcade series, has been brought to the Game Gear. If you're a fan of the high-speed rock and roll of the Afterburner planes, G-LOC pulls off this dizzying sensation one step better. While waiting in line to play the arcade version, why not bring your Game Gear to the arcades and play this version to pass the time. You may notice people lining up behind you to play it!

There is nothing much but your standard target shooting contest here. The GG version of G-LOC has very little in common with the arcade version, and with a lack of challenge or innovation, the game really boils down to a standard shoot-and-move with less than fantastic graphics.

G-Loc is the Game Gear's version of Blue Lightning. Without smooth scaling effects and fluid moving action, the game plays a little too rough. Essentially you have a moving plane that serves as a target for the enemy, while you control a separate target to knock the enemy down.

G-Loc just doesn't stand up to other hand-held airplane shooters. On its own merits, to be fair, the game offers up quite a few different types of enemies and enough challenge in avoiding oncoming missiles and such. The graphics aren't great, however, and don't add much.

This is probably the best Game Gear game I've seen. Although the game itself doesn't display the beautiful graphics of the arcade version in all its glory, the basic idea is still there, including the excitement. The colors are put to good use and the sounds are potent with headphones on!

GameBoy - Electronic Arts Tour de Thrash

Type: Action Release: Apr.
Levels: N/A Difficulty: Avg.



Yo, dude! Skate or Die returns on this GameBoy edition of the Stale Fish Tour featuring the Retro-Rocket Ramp! One or two players can compete with the Game Link cable. You'll face some pretty tough computerized opponents, like CJ, Lester and Rodney, each with their own special moves. You can also choose the wild locations to compete at, from the L.A. Sewerside to the Easter Island Thrash Landing!

While the premise behind this game is nothing new, most of the time it has been merely a game-within-the-game. There are plenty of moves that you can do in the halfpipe, but when you consider that this is all the game really is, with little graphic or sound support, it appears weaker.

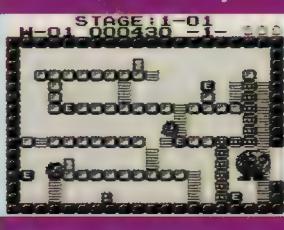
While Tour de Thrash is not a bad game, it just doesn't offer enough to play against within that game. You skate inside a halfpipe and perform a variety of moves. You skate from one side to the other, skipping over a center divider to break up the repetition. Nothing bad, just not enough.

Is this all that there is? Tour-de-Thrash starts out nice. Lots of action in a halfpipe setting. Move around and build up speed. Do lots of flips, score lots of points depending on your techniques. Move on the next scene. What? No more scenes? Repetitive, repetitive, repetitive.

In one word, boring. The skateboard event in Epyx's California Games on the Lynx blew Tour de Thrash away! The game is way too repetitive to seriously consider it as a stand alone game. The graphics also lack too much detail so desperately needed in this type of game. Forget it!

GameBoy - Nekkst Cyraids

Type: Action Release: Apr.
Levels: 5 Difficulty: Hard



The people of Earth once again need your help to prevent total domination. Professor Rogue, the evil scientist in the game, has devised a fortress filled with robots ready to carry out his destructive plans. Luckily, Earth has two agents of peace planted in the fortress which can thwart the evil professor's plans by gathering all the energy capsules in each room. By manipulating the many items, you can defeat Rogue!

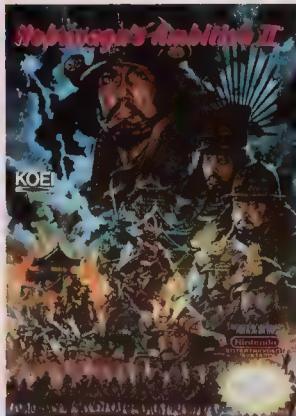
This game reminds me of Lode Runner Part 2 - with a maze full of ladders and blocks that must be traversed while avoiding a bunch of nasty critters. This is nothing but a standard puzzle game with a few bonus items thrown in. If you're in the mood for another, give it a try.

Another puzzle game that features ladders and mystery blocks, this could be described as sort of a one-screen Super Mario puzzler. The action does get forced a little slower than it could have been by adding enemies that are more "road blocks" than real threats.

A nice puzzle game that introduces parts of several other games as well as throwing in a few concepts of its own. There is nothing that is fantastic here as well as nothing that is really bad, but as a puzzler it probably won't disappoint.

This game reminded me a lot of Donkey Kong. The ladder climbing aspect of the game was almost identical. For the GameBoy, it's really not that bad of a game. The graphics were sort of on the small side, though, and it was hard to tell exactly the distance between me and the bad guys.

KOEI Double Dares You!



Nobunaga's Ambition II®

In this enhanced sequel, test your mettle and your strength as you play a Daimyo warlord fighting for control of Japan! To assist you in your conquest, samurai will advise you and ninja assassins will try to disrupt your adversaries! In battle, lead your troops on a surprise night attack or force your enemy to retreat behind his castle walls! Warriors, weapons and the world are at your disposal, use them well and become master of Japan!

- 400 characters, 2 scenarios, 5 skill levels
- 3 meg game with battery back-up save feature
- Nintendo's new MMC-5 chip for fantastic graphics and detail

Licensed by Nintendo
for Play on the



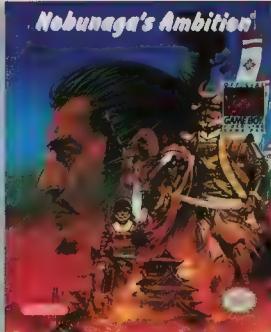
Nobunaga's Ambition®

If you're ready to test your military and diplomatic prowess this game's for you! As one of the first strategy simulation games available for Game Boy, you can now command your forces anytime and anywhere! Conquer your enemies and defend your territory as you fight for control of Japan!

- GameLink option allows 2 players to compete in head to head combat
- 1 meg, 64K of RAM, battery back-up saves up to 3 games

Oda		Nobunaga		Mori	
Gold	Men	Gold	Men	Gold	Men
30	10	10	10	10	10
Gold	Men	Gold	Men	Gold	Men
25	20	20	20	20	20
20	25	25	25	25	25
15	20	20	20	20	20
20	15	15	15	15	15
10	10	10	10	10	10
5	5	5	5	5	5
0	0	0	0	0	0
Military					
Diplomacy					
Other					

GAME BOY.



Meet the Challenge of these Exciting Game Titles from KOEI



Bandit Kings of Ancient China - Join the heroic struggle of the bandit kings as you fight to restore the glory of the Song Empire. Truth and justice will prevail and in the end the evil minister of war, Gao Gu, will be defeated!



Genghis Khan - Conquer or be conquered! As the notorious Genghis Khan, lead your army across vast continents, conquer those who oppose you, and attempt to build your own empire stretching from the Orient to the Middle East!



Romance of the Three Kingdoms - Relive the past where only the strong survive. Remake history by trying to become the leader of a world torn apart by civil war!

We Supply The Past, You Make The History!

KOEI CORPORATION One Bay Plaza, Suite 540 1350 Bayshore Highway, Burlingame, CA 94010 (415) 348-0500

Nintendo, Nintendo Entertainment System, Game Boy and the officials seals are trademarks of Nintendo of America Inc.

KOEI

GAMING GOSSIP

...Mega Drive CD-ROM Due Before Christmas...Panther Expands Into 32-Bit Body...Star Soldier 3 In The Works...
...Double Dragon 2 Coming To Sega 16-Bit...Turbo Adds To CD-ROM...Midnight Resistance to Sega...

...Don't be fooled by pale imitators! It's me, the one and only Q-Mann, here to deliver the very latest gossip from the greatest gaming companies around the world! This month's theme is CD-ROM, and you bet that yours truly has dug up all the dirt on the hottest info on silver disc play...Let's start with a big thumb's up to the Sega 16-Bit CD-ROM, which despite wimpy reports to the contrary, will make an appearance in the Land of the Rising Sun before Christmas! All the power that Quartermann promised will be found, along with some dandy game titles that include an update to Michael J.'s Moonwalker vid - complete with stereo music tracks!...Other hot CD-ROM news is the rumored development of a CD-ROM interface for the SNK Neo-Geo super system! Why do you need a CD-ROM when you've got a game machine that can already deliver the sizzle without it? Who cares, it should be way cool!...The big news, meanwhile, at NEC is the concentration on full-motion video on CD-ROM. This could still be many moons away, although it is a very real possibility that you could see a memory upgrade (from 64K to two meg) on the basic unit! This should help upcoming efforts, like the soon-to-be-seen Adam's Family disc, play better than anything the comp can swing...

...The Q-meister has been feverishly working to piece together a clear picture of exactly what type of surprises Atari is planting under the hood of their new "next generation" console. The Panther, as I've reported to you in previous rumor mills, will sport an alpha-numeric keypad with three main buttons and controller and possess some super scaling features. The bang-bang news this month is the revelation that the Panther, contrary to previous prose in this very column, will be a full-fledged 32-Bit banger, with a heavy focus on arcade conversions! I'm looking forward to this guys and gals, but I don't want to wait much longer...Hip, hip, hooray, Steven Shea...Disney is planning on planting a big one on just about every game system they can find! Get set for Donald Duck on the Sega Genesis while Capcom is going to unveil The Little Mermaid for the Nintendo Entertainment System very soon...

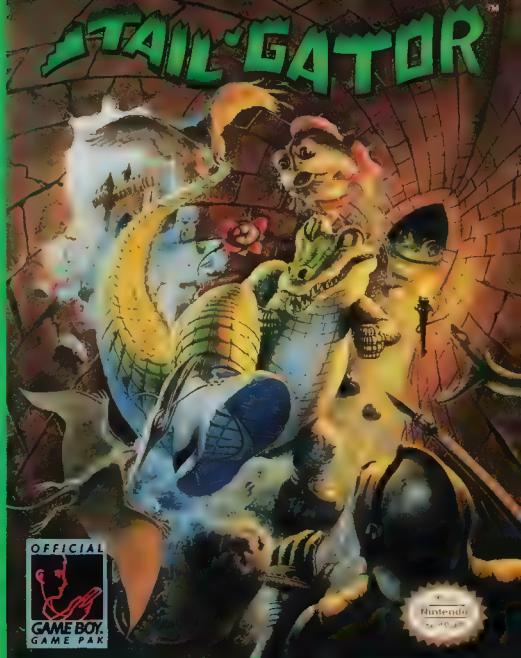
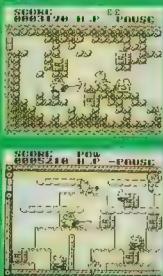
...Super Famicom softs (I can't wait until I can call 'em Super NES - or is that Sness) are pouring in! My sources have told me that Super R-Type will NOT be a carbon copy of the coin-op R-Type 2! Irem has changed the original programming and instead is yearning to blow our minds with an all-new R-Type adventure, complete with new alien worlds to explore as well as a completely original set of weaponry! Awesome, awesome, awesome...Remember when Quartermann reported on empty store shelves where Super Famicom systems once resided? Well, our man in Japan just told me that the 16-Bit Nintendo's are in limited supplies, but you can't buy 'em unless you also slurp up a couple of lame titles at the same time! Smells of video communism to me...

...Lots of news from the Sega 16-Bit front lines, where we see an enormous army mobilizing for what is sure to become the mother of all video game marketing and sales confrontations! With only a few months to go before Nintendo drops their bombs (i.e. Super NES's), Sega is drawing the boundaries and loading their big guns with some impressive explosives of their own. This includes a solid rumor which has Phantasy Star 4 already in development as a quickie follow-up to part three - Sega swiping up the rights to Midnight Resistance - Working on an action/puzzler with polygon graphics, The Bonanza Bros. - and Mega Drive licensee Palsoft firing out an incredible version of Double Dragon 2: The Revenge. Now it's over to the Nintendo camp to see how they respond...

...The final chapter of the Star Soldier trilogy will soon be played out on the PC Engine in Final Soldier - a killer blast-away that stands above its predecessors...Don't hold your breath for the ultimate annihilation of mankind in Terminator 2: Judgement Day. The \$90 million film is set to open on July 3, with enough fireworks to last through the holidays (including an elaborate nuclear exchange billed in at close to \$10 million alone), but production insiders are hinting that the date might slip...Welcome home troops! The Quartermann and all of his Quartermaniacs were cheering you on - it's good to see you playing real video games again...

- QUARTERMANN

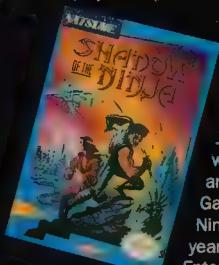
Tail Slammer Action From Natsume!



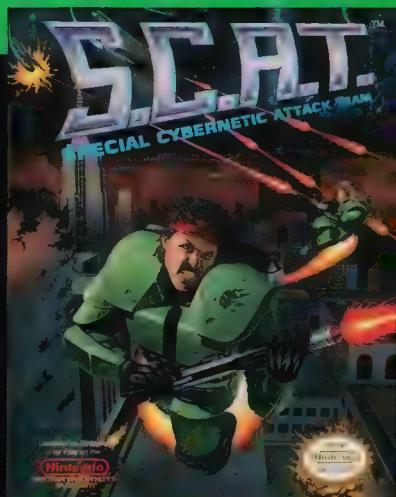
The Future's A BLAST!

A select group of warriors have been created to battle a new menace to humanity. Known as S.C.A.T., the Special Cybernetic Attack Team has one goal—the utter destruction of Vile Malmort and his alien invaders. The intensity is red hot in this new action/adventure thriller!

- Capture and adapt multiple weapons systems
- 1 or 2 player cooperative play



Join two ninjas on their mission to overthrow the wicked Emperor Garuda. They must use the arts and weapons of ninjutsu to infiltrate and destroy Garuda's forces. "Natsume's latest (Shadow of the Ninja) is one of the finest NES games released this year or any other year." *Video Games & Computer Entertainment*, Dec. '90.



Nintendo, Game Boy and Nintendo Entertainment System™ are trademarks of Nintendo of America Inc.
Natsume is a trademark of Natsume Inc. ©1991 Natsume Inc.

NATSUME

Serious Fun™

Natsume Inc. 1243A Howard Avenue
Burlingame, California 94010
Hotline: (415) 342-9231

**FREE
T-Shirt Offer!**

Send us a postcard with your name and address and we'll send you a FREE T-SHIRT! (Offer good while supplies last.)

CD-ROM UPGRADES FOR SUPER FAMICOM, MEGA DRIVE, NEO-GEO, TURBOGRAFX-16 AND SUPER NES UPDATES

The video game world is indeed going CD-ROM crazy, with big upgrades planned from all the major system producers. Following up from last month's EG Express, it appears that not only Nintendo and Sega, who have previously been known to be working on CD-ROM technology, but SNK and NEC will have new CD systems or expansion modules that will increase the abilities of their units even more!

The Nintendo Super Famicom CD-ROM now appears to be planned as more of a multi-media device as the Express originally reported. While some game development will undoubtedly be attempted for this device, most of the focus of this device will be towards more advanced uses of the CD-ROM technology. Blending this with a game system may showcase the first real applications of a game machine as something other than a cartridge-driven console.

Sega, meanwhile, is going full thrust for a machine upgrade using CD-ROM technology that will highlight the game playing abilities of the Mega Drive/Genesis even more.



The Nintendo 16-Bit Super NES is still a mystery, but this is one possible way it could look according to artist's renditions!

While the company won't officially acknowledge any real game development for this system, many sources have indicated that the company is in the process of working on several titles, including new CD-ROM versions of several older Sega classics.

SNK, sporting what has to be one of the most powerful consoles available, may be planning on moving into CD-ROM territory as well. While there are rumors from several independent sources pointing a finger at SNK as the next member of the CD-ROM family, no confirmation could be made at press time.

The first member of the CD club, NEC, isn't resting on their laurels either. The company is said to be planning an announcement that their TurboGrafx-16 add-on will now be upgraded with a full two meg of RAM (possibly to counter a

similar move from competitor Sega) and that more attention will be made to the development of full-motion video. This technique, which is employed to some extent in their new Sherlock Holmes games, still needs some refinement, but does boast much potential.

Potential is the key word for CD-ROM. As a bona fide medium for gaming, it has shown off its above-average abilities, but failed to attract a wide audience of supporters at the manufacturing level. It is difficult to invest in software with a limited audience, when a similar investment in time and money can yield a consumer base that is 10,000 times greater.

Throw in the upcoming introduction of the Nintendo Super NES and you have a crowded market for upscale machines, but one that is sure to offer plenty of fun.



The new Genesis CD-ROM will feature new games with music!

GO! GO! TANK!



Fulfill your mission
in helping the tank
reach its goal. It's
non-stop scrambling
fun with the most
unique game ever.
Go! Go! Tank!

© 1991, ELECTRONIC ARTS INC. ALL RIGHTS RESERVED. THE GAME BOY SYSTEM, GO! GO! TANK!, AND ELECTRONIC ARTS ARE TRADEMARKS OF THE ELECTRONIC ARTS INC. TANK IS A TRADEMARK OF THE ANIMATION STUDIO LTD. © 1991, ELECTRONIC ARTS INC. NINTENDO, THE NINTENDO LOGO, GAME BOY, and the NINTENDO Seal of Quality are registered trademarks of Nintendo of America, Inc.

LICENSED BY

Nintendo



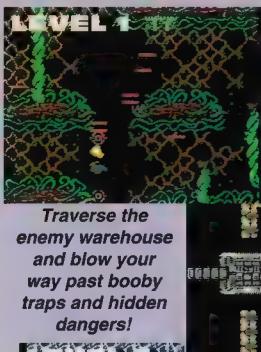
INTERNATIONAL OUTLOOK

NEWS, Previews and Info From Around the Electronic Gaming World

Great new shooter for the Famicom, EGM previews the awesome Ninja Gaiden 3

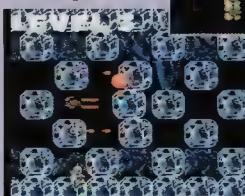
Hot-B of Japan/ Famicom OVER HORIZON

Blasting its way onto Nintendo screens across Japan, comes Hot-B's sizzling new shooter, Over Horizon. Combining better-than-average graphics and sound support with an incredible array of weaponry and play mechanics, Over Horizon hits its mark with play mechanics that, while not original, do offer a nice twist to an old theme. In addition to powerful Bosses and some cool challenges, Over Horizon also wins an award as one of the few shooters with a built-in edit mode that allows you to tailor your weapons to your own specifications. Over Horizon is a super game with plenty of potential.



Traverse the enemy warehouse and blow your way past booby traps and hidden dangers!

Guide your attack fighter through the deadly garden of evil and its mutated vegetation!



In the ice world you must use your guns to break a path through the frozen barriers!



A desert world filled with dangers! Watch out for the enemy agents disguised as harmless boulders!



Visit the edit mode to create homing missiles and other enhancements!



You can select four different weapons systems by collecting power-ups left in the enemy's wake!



Over Horizon features a cast of killer Bosses that fill the screen - but still possess weak spots!



A

Little

Light

Goes

A

Long

Way



**LightBoy™, there's
no better way
to see the
light.**



- Magnifies image 1 1/2 times
- Batteries included!

VIC TOKAI INC.
22904 Lockness Ave.,
Torrance, California 90501
TEL: (213) 326-8880

Nintendo® Game Boy™ and Nintendo Entertainment System™ are trademarks of NINTENDO OF AMERICA INC.
LightBoy™ is a trademark of Nintendo licensed exclusively to VIC TOKAI INC.

CIRCLE #125 ON READER SERVICE CARD

LICENSED BY:
Nintendo



Tecmo/Famicom NINJA GAI DEN 3

Without a doubt, one of the most popular Nintendo games to ever appear is Tecmo's Ninja GaiDen. Along with its sequel, The Dark Sword of Chaos, Ninja Ryu Hayabusa and his close friends have helped defeat evil and retain order. In addition to mixing some of the hottest scrolling action with an incredible assortment of weaponry, GaiDen successfully continues the saga with story intermissions that are played out in vivid detail. Set for a summer release in Japan, GaiDen 3 looks to be quite possibly the greatest GaiDen of them all!



Spectacular graphics and awesome firepower highlight the latest GaiDen adventure! Master the new martial arts magics!



Ninja GaiDen 3 combines the great game play of the original with new techniques and even more detailed picture intermissions!



FINALLY...A NUMBER YOU CAN CALL FOR THE MOST CHALLENGING VIDEOS!

VIDEO GAMES GALORE!

One of the Largest Selections of Mega Drive and PC Engine Games!

SPECIALS OF THE MONTH	
	69 ⁹⁵
Sonic Hedge Hog..... 	59 ⁹⁵
Blue Blink (Like Mario 3)	

**CALL
FOR THE LATEST
GENESIS GAMES**

SUPER FAMICOM CALL!

ADAPTORS: Turn your TURBOGRAFX into a PC ENGINE CALL!

Turn your GENESIS into a MEGA DRIVE CALL!

CALL TODAY!

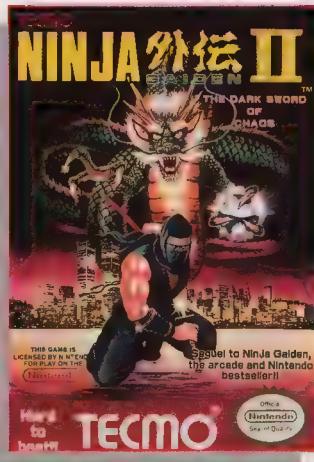
1-(516)-795-4583

HOURS: Mon. thru Fri. 10am to 6pm, Sat. 11am to 5pm, Sun. (playing video games)

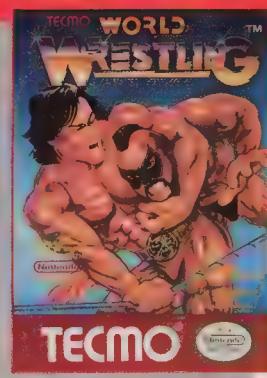
YOU'VE TRIED THE REST NOW PLAY THE BEST!



- Single player action
- Fantastic graphics & music
- Special weapons
- 5 "Power up" items
- 10 Cinema displays
- 20 Different stages
- Continue option



- 1 or 2 players
- Superior graphics
- Password for continued action
- Instant close-ups
- Over 20 different cinema displays
- 24 Different teams
- Choose from 18 different pitches



- 1 or 2 players
- Superior graphics
- Animated announcer
- Outside-the-ring action
- 34 different killer moves
- Power meters
- Training mode for 1 player



- Superior graphics
- 5 Levels of difficulty
- 10 Rooms in each level
- Password for continual action
- 13 Magic power-ups



- 1 or 2 players
- 5 rounds in each level
- Random road obstacles
- 3 levels of game play
- Special 2 player rounds
- 6 "Power-up" driving weapons

TECMO Games that sell!

1-800-225-4444 • Order Dept. • 1-800-225-4444 • 1-800-225-4444 • 1-800-225-4444



い！ ファミコンでこんなことが
できるのか！ あまりに奥が深く、
アーリー時代の傑作と遅年連夜
攻めまくった
に開眼したのは、ひとつの深い
だけで「信長」の感想文と履歴書を

プレーする気にはならないね。コ
ンピューターの思考時間も「II」の
ほうがずっと短く、おまけにグラ
フィックも差し置いてる
そりゃ面倒臭い。
は共同でをきこへ、今度側は援
軍を呼び、最大4カ国(2対2ね)
での戦闘が可能になった。史実ど

にかくHEX戦に関しては文句なし
ということで、この「三国志II」
は完全にヒートアップして、矢張
舌のなしだって削除じゃ、
兵力の差は関係無しに、火薙だけ
で戦闘に勝てたじゃない？ 今回
智将タイプの出番はないかつい
てはんくに

それは、値段だ。なぜ
なのか？ よ？ い
ふくを言
が、なんとかしてほし
る。あとは、欲を言え
替えが違うのと、セー
にしてほしいくらい。
けってん

THE SUPER FAMICOM TIMES

PLAY BALL!!

EGM Guides You Through the 16-Bit World of Super Famicom Baseball Games

Sports games have always been a constant favorite among players, providing fans the opportunity to live out their greatest dreams and favorite moments. No matter what sports you like, chances are you can find a video game that attempts to duplicate the same brand of excitement.

Baseball in particular has been faithfully reproduced more than just about any other sport - partly due to the fact that the Japanese love the game. This being the case, you won't be too surprised to learn that there are not one, not two, but THREE games now in development for the Nintendo 16-Bit Super Famicom!

Included among these new releases is Jaleco's first 16-Bit sports entry, called Super Professional Baseball. This game is very similar in style and set-up to their popular Bases Loaded line of NES carts, but the action and looks are unmistakably 16-Bit!

Other companies planning to deliver a gaming grand slam are Culture Brain, another leading developer with a baseball title already under their belt. Their Super Famicom entry also takes a cart and super charges it with better graphics, scaling and more!

Rounding out the pack is CBS with Pro Baseball. It takes a more cartoon approach, but still has plenty of thrills.

Baseball fans take heart - the Super Famicom hasn't forgotten you!



JALECO'S SUPER PROFESSIONAL BASEBALL



The action and set-up of Bases
Loaded has been captured in 16-Bits!

CULTURE BRAIN'S SUPER ULTRA BASEBALL



SCALING

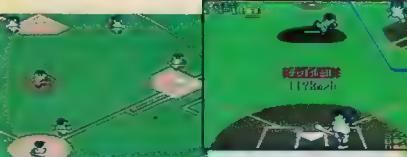


Super Ultra Baseball expands upon Culture Brain's earlier hit NES game by incorporating true 16-Bit graphics into the larger-than-life play!



CBS/SONY'S PRO BASEBALL GAME LEAGUE

CBS/Sony Group's Pro Baseball Game League takes a more comical approach to the action, but retains the basics of the game!



MYSTERIUM™



Nintendo



ASMIK
Corporation of America

GAME BOY

TIRED OF THE SAME OLD GAMES?

Asmik is Leading the Way in Role-Playing Action Games!

- Innovative 3-D View
- Create 150 Different Items Through Alchemy
- 10 Incredible Levels
- Role-Playing Action, A New Category Brought To You Exclusively by the Video Game Leader Asmik!



Mysterium™ is based on the medieval art of alchemy (al'ko-me), the magical power of converting metals into gold.

Ages have passed and alchemy is forgotten... now you have learned the basics of this lost art from Hermetrix™, the Master Alchemist.

A fire breathing dragon, located at the bottom of a two-level dungeon, is tormenting a race of giant ants, called the Arimaspis™. Your task, young alchemist, is to test your new skills as you travel through this enemy-loaded maze. Using alchemy, you will transform items you find, into items you need to conquer the Mysterium and save the giant ant civilization.

Mysterium... A Test of Endurance, Mind and Courage.

BIG RUN

Jaleco of Japan 8 Megabit

Now

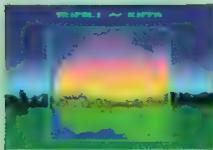
Big Run is Jaleco's first soft for the Super Famicom. Based on the popular arcade game, this off-road bump-and-jump racer takes place over some of the most treacherous terrain in all of Africa. Your goal is to first keep your car in running condition while still meeting the tight time deadline for each segment of the race. Drive day or night watching out for boulders, disabled cars and other obstacles that get in your way. Choose your crew and buy enough parts to get you through this long, hot grueling race. With a bit of luck and some skillful driving you just might finish!

You arrive off the boat and take in the last sights of civilization before the big race.



Make sure everything is in top condition because its a rough and wild course out there!

MAPS



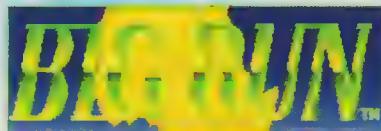
SPONSORS



PIT CREW



SHOPS



CHALLENGE THE MOST DANGEROUS COURSES IN AFRICA!



JAPAN VIDEO TORONTO, CANADA

1-416-488-3155 (CALL FOR PRICES & INFO)

MEGA DRIVE / GENESIS GAMES AROUND \$49.99	PC ENGINE / TURBOGRAPH GAMES AROUND \$49.99	Game Gear Games
Bottom	Sonic II	Super Famicom
Mountain Resistance	Doctor Chen	ColecoVision
Spider (8 meg)	Overdrive	Supergraph
Phantasy Star III	Chase HQ II	TurboGrafx
Fantendo	PC Engine	Turbo Express
Spiderman	Red Moon	Neo Geo System
Shining Darkness	Waywaye Legend	Lynx Games
Pitfall	Bubble Bobble III	Sega Game Gear
Storm Lord	Begin	Super Famicom Games
Alien Storm	Despin	Master System
JV Wrecking	W43	Pilot Wings
Valkus II	Overhauled Mod 2	Final Fight
Kogeki	Robotron CD	Castlevania & Ghosts 'n
Ball & Bebeccil 3	Red Alert CD	Zelda
Gauntlet (8 meg)	Y's III CD	Ryper
Darius II (8 meg)	Loco-Loco CD	Templer
Robot Returner	Cyber City 808 CD	Zero: Golf
Bottle Tank	Avenger CD	Gradius III
Attack Sub	Begin CD	Super Famicom
Powerdrift	Descent CD	NewGeo Games
Createrra	Dinosaurs CD	CyberPip
Dark Castle	Sidescars Special CD	Supergame
Monster Lair	Adventure CD	Alley Journey
Brigandine Angel	Hellfire CD	Bowling
Tetris	Murder Club CD	Basketball
Ameska	Robot Driver CD	Glory
Converter to PC	II Come to Desert CD	Magimaze Lord
MD Special \$49.99	Heihachi CD, etc.	Norm 75
MD Special \$49.99 Call	Conquest CD	Blaster Bees
	PC on turbografx	Ninja Combat, etc.
	PC Special \$49.99 Call	Japanese Magazines

For more information, call or write to: JAPAN VIDEO
P.O. Box 67000, Toronto, Ontario M3J 1M1
2300 Yonge Street, Toronto, Ontario M4P 1E9
CIRCLE #135 ON READER SERVICE CARD.

CATRAP™



ASMIK
Corporation of America

- 100 challenging mazes
- Build your own mazes with Asmik's unique EDIT Mode
- Rewind function allows you to travel backwards in time
- 2 player capability with GAME LINK™ cable

BACK TO BACK

Excitement



Our cute and mighty warrior must battle his way through mutant guards to the top of the tower. Travel through 8 challenging worlds as you help Boomer search for the keys to defeat the evil Zoozon!



Boomer's Adventure™ ASMIK World

Looking for great game clues, tips and secrets? Be a charter member of the Klue Klub. The first 2,500 members will receive a FREE GIFT! It's easy - just purchase any Asmik game and fill out the enclosed reply card or send in the proof of purchase to the address below.

TOP SECRET



ASMIK

KLUE KLUB
50 North La Cenega Blvd.
Suite 214, Beverly Hills, CA 90211

- 2 player capability with GAME LINK™ cable
- Screen moves as Boomer does
- 8 challenging worlds

LICENSED BY

Nintendo®



Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.

BEHIND THE SCREENS AT ACCOLADE SOFTWARE

"GOING BALLISTIC WITH HIGH END VIDEOGAMING"

Where do video games come from?

Accolade Software has been around for a while in terms of entertainment software longevity. In fact, the founding members of the company originally came from Activision, a company that began back in the old Atari 2600 days. With that much experience, Accolade knows how to produce successful electronic games.

Although Accolade has concentrated their game development towards home computers like the IBM PC and PC compatibles, the Commodore Amiga and C-64 in the past, they are recognizing the growing numbers of 8 and 16-bit game machine owners like those who own the Sega Genesis and NEC TurboGrafx. On the Genesis, Accolade got their feet wet with their release of Ishido, The Way of Stones. For the TurboGrafx, their first release

was Jack Nicklaus' Turbo Golf. These initial releases were tests to see how well Accolade could sell their ideas to the game machine aficionado. These games already discovered success on the computer, and it was interesting for Accolade to see the enthusiasm Genesis and TurboGrafx owners had for Accolade's ideas.

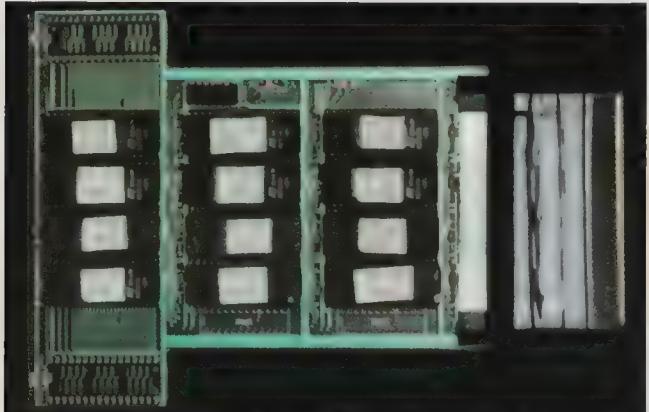
Through this growth phase, Accolade discovered that the Genesis market would be a prime target for a bold new direction - the first 12 megabit Genesis game! Star Control had already proved its tremendous success on the IBM and Amiga computer platforms, yet it required a large amount of memory storage to run on those machines. Rather than cut corners and take away from the program's expansiveness, Accolade decided instead to accommodate the game's requirements by adding mem-



Accolade enters the cartridge-based videogaming market in a big way with its new label - Ballistic

ory chips to the cartridge. There was one compromise, however. In order to keep the price of the cartridge competitive, Accolade decided against a battery option. Thus, the only difference between the computer version and the Genesis version of Star Control is that the player cannot save his progress, nor is there a scenario editor in the Genesis version. To make up for these deficiencies, Accolade has added digitized sounds effects and an additional 6 scenarios exclusively for the Genesis version.

Now that Accolade had a historical first ready for the Genesis, they wanted to give a recognizable name to all future products of this high calibre of gaming quantity and quality. The new name for future Accolade cartridge-based products was chosen as Ballistic. According to Jeff Hoff, Accolade's marketing manager, "We had already developed a wealth of games for the computer market that we knew would find their way to the videogame market. We are preap-



A pre-production copy of the 12-meg Star Control game. Big, isn't it?

CHIPS & BITS MORE GAMES FOR LESS

SEGA GENESIS

TURBOGRAFX16

GENESIS System	\$ 179	Lakers vs Celtics	\$ 46	TurboExpress	\$ 299	JB Harold	\$ 47
Arcade Power Stick	\$ 43	Last Battle	\$ 37	Turbo AC Adaptor	\$ 25	JJ and Jeff	\$ 29
Control Pad	\$ 20	Mickey Mouse	\$ 42	Turbo Car Adaptor	\$ 29	KLAX	\$ 43
688 Attack Sub	\$ 59	Might & Magic 2	\$ 59	TurboGrafx 16	\$ 149	King of Casino	\$ 40
Abrams Battle Tank	\$ 49	Mondu's Fight Palace	\$ 42	TurboGrafx CD Player	\$ 359	Last Alert	\$ 47
After Burner II	\$ 42	Moonwalker	\$ 42	TurboBooster	\$ 32	Legendary Axe	\$ 39
Air Buster	\$ 43	Ms Pac Man	\$ 35	TurboBooster Plus	\$ 46	Legendary Axe II	\$ 41
Air Diver	\$ 44	Musha	\$ 49	TurboCable	\$ 9	Magical Dinosaurs	\$ 47
Alex Kidd Castle	\$ 35	Mystic Defender	\$ 48	TurboPad	\$ 19	Military Madness	\$ 47
Alien Storm	\$ 42	Oslaught	\$ 43	TurboStick	\$ 38	Monster Lair	\$ 47
Arcus Odyessy	\$ 56	Paperboy	\$ 39	TurboTap	\$ 19	Moto Roader	\$ 37
Arnold Palmer Golf	\$ 46	Pat Riley Basketball	\$ 42	TurboVision	\$ 90	Neutopia	\$ 47
Arrow Flash	\$ 44	PGA Tour Golf	\$ 53	Aero Blasters	\$ 49	Ninja Spirit	\$ 49
Atomic Robo Kid	\$ 49	Phantasy Star 2 or 3	\$ 59	Alien Crush	\$ 29	Ordyne	\$ 37
Battle Squadron	\$ 42	Phelios	\$ 29	Battle Royal	\$ 47	Pac - Land	\$ 29
Bean Ball Benny	\$ 42	Pit Fighter	\$ 49	Blazing Lazers	\$ 37	Power Golf	\$ 47
Berlin Wall	\$ 39	Populous	\$ 42	Bloody Wolf	\$ 49	Psychosis	\$ 39
Binimi Run	\$ 42	Powerball	\$ 45	Bomberman	\$ 39	R - Type	\$ 56
Blockout	\$ 39	Raiden Trad	\$ 42	Bonk's Adventure	\$ 42	Sherlock Holmes	\$ 47
Budokan	\$ 46	Rambo 3	\$ 45	Bonk II	\$ 42	Sidearms	\$ 45
Burning Force	\$ 29	Rastan Saga 2	\$ 42	Boxyboy	\$ 37	Sinistron	\$ 47
Buster Douglas Boxng	\$ 42	RBI 3	\$ 49	Bravoman	\$ 47	Sonic Spike	\$ 37
Columns	\$ 29	Revenge of Shinobi	\$ 52	Chew Man Fu	\$ 39	Space Harrier	\$ 37
Crack Down	\$ 44	Road Blasters	\$ 44	China Warrior	\$ 29	Splatster House	\$ 49
Crossfire	\$ 59	Road Rash	\$ 46	Cratermaze	\$ 29	Super Star Soldier	\$ 49
Cyberball	\$ 42	Sagaia	\$ 43	Cyber Core	\$ 47	Super Volleyball	\$ 39
Dando	\$ 49	Shadow Blasters	\$ 44	Deep Blue	\$ 29	Tactical Gladiator	\$ 47
Dark Castle	\$ 46	Shadow Dancer	\$ 42	Devil's Crush	\$ 47	Talespin	\$ 49
Death Duel	\$ 59	Shove It	\$ 37	Double Dungeons	\$ 47	Takin' It to the Hoop	\$ 39
Dick Tracy	\$ 42	Soccer	\$ 35	Dragon Spirit	\$ 37	Tiger Road	\$ 47
Dinoland	\$ 42	Sonic the Hedgehog	\$ 49	Dragon's Curse	\$ 39	Timeball	\$ 40
DJ Boy	\$ 49	Space Harrier 2	\$ 37	Drop Off	\$ 39	Tricky Kick	\$ 41
Dynamite Duke	\$ 42	Space Invaders	\$ 38	Dungeon Explorer	\$ 36	TV Sports Football	\$ 43
Elemental Master	\$ 56	Spiderman	\$ 45	Fantasy Zone	\$ 29	Vallis II	\$ 47
E-SWAT	\$ 42	Star Control	\$ 56	Fighting Street	\$ 47	Victory Run	\$ 29
Fantasia	\$ 42	Stormlord	\$ 49	Final Lap Twin	\$ 37	Vigilante	\$ 36
Fatal Labyrinth	\$ 36	Strider	\$ 56	Final Zone II	\$ 47	World Class Baseball	\$ 29
Final Zone	\$ 44	Super Hang On	\$ 37	It Came from Desert	\$ 47	World Court Tennis	\$ 29
Fire Shark	\$ 43	Super Hydride	\$ 47	Galaga '90	\$ 29	Yo Bro	\$ 37
Forgotten World	\$ 48	Super Monaco GP	\$ 42	Jack Nicklaus Golf	\$ 44	Y's Book I & II	\$ 47
Gaiates	\$ 56	Super Thunder Blade	\$ 37				
Gain Ground	\$ 42	Super Volleyball	\$ 35				
Ghostbusters	\$ 42	Swamp Thing	\$ 45				
Ghouls 'N Ghosts	\$ 48	Sword of Sodan	\$ 42				
Golden Axe	\$ 52	Sword of Vermillion	\$ 59				
Grenada	\$ 44	Target Earth	\$ 47				
Hardball	\$ 46	Task Force Harrier Ex	\$ 56				
Hard Driving	\$ 47	Techno Cop	\$ 47				
Hellfire	\$ 43	Thunder Force 2	\$ 37				
Herzog Zwei	\$ 39	Thunder Force 3	\$ 49				
Insector X	\$ 44	Tommy Lasorda Baseball	\$ 52				
Ishido	\$ 43	Trampoline Terror	\$ 39				
James Pond	\$ 39	Truxton	\$ 37				
Jesse The Body Ventura	\$ 46	Vallis 3	\$ 56				
Joe Montana Football	\$ 42	Wardner	\$ 46				
John Madden Football	\$ 46	Warrior of Rome	\$ 59				
Junction	\$ 38	Whip Rush	\$ 44				
Kageki	\$ 54	Wings of Wor	\$ 46				
King's Bounty	\$ 46	Zany Golf	\$ 29				
Clax	\$ 44	Zoom	\$ 30				

Cartridge Shipping by UPS Ground or US Mail \$3.50, UPS 2 Day Air \$6, CODs \$4, CANADA \$6. Call for Hardware Shipping Rates. Used software bought at \$25 less than new price. Used software sold at \$15 less than new price. Call for pricing on used hardware.

ALL ADVERTISED PRICES ARE FOR NEW CARTRIDGES. NO USED CARTRIDGES ACCEPTED WITHOUT AUTHORIZATION.

NO SURCHARGE FOR VISA MC. NO PERSONAL CHECKS ACCEPTED. EVERYTHING IS SUBJECT TO CHANGE.

PO Box 234 Rochester VT 05767 • CALL 802-767-3033



TESCO INDUSTRIES INC., one of the largest Nintendo repair centers now offers great services as well as quality services!

*** WARRANTY REPAIR ***

NES:

We do all warranty repair work. You must have sales receipt for purchases within the last 90 days \$5 ship/hndlg chg.

GAMEBOY:

We do warranty upgrade on all Gameboy screens. If you have a problem, please call us \$5 ship/hndlg chg.

*** NON-WARRANTY REPAIR ***

We offer a 7 day turnaround time and a 90 day warranty \$3 ship/hndlg chg.

NES:

NES Control Deck 30.00
NES Advantage 17.50
any Game packs 6.50

Accessories:

NES Cleaning Kit 15.00
Controller 15.00
RF Switch 11.00
AC Adapters 12.00
A/V Cable 4.00
75/300 Ohm converter 3.00
Stereo Headphones 9.00
Gamelin 9.50
Rechargeable Battery Pk 33.00

GAMEBOY:

Minor repair 20.00
Major repair 40.00

Accessories:

GB Cleaning Kit 15.00
-----------------	-------------

THIS MONTH'S SPECIALS!!

Mattel Power Glove 39.95
U-Force Controller 29.95
Acclaim Wireless 19.95



PLEASE CALL FOR THE
LOWEST GAME PRICES!!!

1-508-865-1213

TESCO INDUSTRIES INC.
WORCESTER-PROVIDENCE TNPKE.
MILLBURY, MASS. 01527

FACTORY AUTHORIZED
REPAIR CENTER FOR
Nintendo PRODUCTS

Nintendo
WORLD CLASS
SERVICE.

CIRCLE #170 ON READER SERVICE CARD.

ing several titles now which have enjoyed great success in the computer formats in the U.S. and Europe. It is the intention of the Ballistic line not only to convert past successes on the computer formats to the 16-bit videogame formats, but to design totally new games for the cartridge market as well."

How difficult is it to port computer games into videogames? Obviously, the Genesis, TurboGrafx and even the new Super Famicom don't have keyboards, so many of the keystrokes required in computer games are reworked into on-screen menu selections. But if the code is portable, that is, easy to translate from one machine to another, then the time is relatively quick. It took Paul Reiche III, Robert Leyland and Fred Ford, the designers of Star Control, 4 1/2 months to convert the C language code from the Amiga computer to the Genesis. "The biggest change we had to make was the color palette selection," informs Paul. "The colors available on the Genesis don't match up exactly to those we used in the IBM and Amiga computer versions." Comparing the computer version to the Genesis version, it's pretty hard to tell the difference between the two.

When asked about the migration of videogamers to computers and computer gamers to videogames, Jeff had this insightful observation to share. "I think most people who prefer to play videogames would rather buy a Sega Genesis or NEC TurboGrafx versus a computer because of the cost. To play computer games the way the designers intended the gaming experience to be, you need a high speed computer with additional graphic and sound boards that can make the cost of playing a computer game exceed the \$2000 range. What the Genesis and other 16-bit game systems offer are the same and in most cases superior sound and graphic manipulation for less than \$200 dollars!"

What's next for the Ballistic label? "We are registered developers for Nintendo's Super Famicom, and we're working on a few titles for that machine now," mentions Jeff. He continues, "As for the Genesis, we're looking to release Hardball, Onslaught and Turrican shortly, and we're thinking about a driving game, perhaps something similar to our Test Drive series on the computer format." Looks like Ballistic will be flying high in the cartridge videogame market!



A comparison between an Amiga computer screen and the Sega Genesis screen in Accolade's/Ballistic's Star Control. Can you tell the difference?



YOU'RE NOT THE ONLY ONE WAITING FOR G.I.JOE.

So is that blue-hooded hell raiser, Cobra Commander?

But you can help squash this terrorist and his boys, with the new G.I. Joe Video Game for the Nintendo. Your mission: lead Snake Eyes, "Blizzard," Duke, Captain Grid-Iron and Rock & Roll in do-or-die combat against Cobra Commander and the COBRA forces.

Choose your G.I. Joe character, your weapons and start blasting your way through Antarctica, the Sahara, the jungle, and worst of all, the sewers of New York. Get to level six, get Cobra Commander, and it's mission accomplished. Of course, your first mission is to get the new G.I. Joe Video Game.

TAXAN



©1991 Hasbro, Inc. All rights reserved. G.I. Joe, the logo, COBRA, all characters, groups and vehicle names, and their distinctive likenesses are trademarks of Hasbro, Inc., and are used with permission. Nintendo Entertainment System is a trademark of Nintendo of America Inc.

NEXT WAVE

**American Gladiators, Lolo 3,
Ultimate Journey, Batman,
Bo Jackson Baseball, Twin Cobra,
Sneaky Snake, Maru's Mission,
Solomon's Club, Trax, Castellan,
Triumph**

NEW SOFT NEWS

Looks like there will indeed be a great variety of better-than-average softs coming our way this summer, no matter which system you own. The Nintendo will be graced with slick productions like Battletoads and S.C.A.T., the Genesis will finally greet Sonic, and the Super NES is sure to sport some terrific titles! Some of the hottest games we've seen in our trips include Ninja GaiDen 3 for the NES, Strider 2 on the Lynx and Turbo Out Run for the Genesis! Other big surprises include the long-anticipated defection of several prominent NES licensees over to the Genesis camp, led by Sunsoft with their upcoming Batman game. This title has become legendary in the Japanese mail-order circuits, and its success is expected to continue!

MENU

Nintendo

Sega

TurboGrafx

Genesis

GameBoy

Lynx

Game Gear

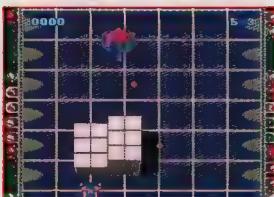
Neo-Geo

Arcade

AMERICAN GLADIATORS

Game Tek/Nintendo

You've seen the popular television show, now play the game on your Nintendo! Control Nitro in a vicious game of Joust high above the crowd. Try your luck with Lace on scaling the Wall. Give Gold a shot in a demanding game of Powerball. How about swinging Gemini back and forth on the rope in order to bash his opponents off their stance in the Human Cannonball event. Finally, give Laser a run for his life in the Assault event. All these exciting games have been reproduced in the faithful tradition of the American Gladiators show. If you have ever wanted to be a show participant, here's your chance. Soon you'll be able to go out and conquer these fun-filled sporting events!



After swinging like a beast on the rope, head for your opponent in the Human Cannonball competition! Time your strike for a knock-out!

Other American Gladiators events include Jousting, Wall Climbing, Powerball and Assault! Hooray for our side!



ONLY \$99.95

Suggested Retail Price
BASE UNIT ONLY

LOTS OF GREAT GAMES AVAILABLE NOW!



ATARI®

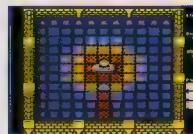
Atari Corporation, 1196 Borregas Ave., Sunnyvale, CA 94089-1302.

Copyright 1991, Atari Corp. Atari, the Atari logo, Lynx and ROBO-SQUASH are TMs or ©s of Atari Corp. All other games are TMs or ©s of their respective companies.

LOLO 3
Has America/Nintendo



Lolo returns with his partner who he saved in Lolo 3, that of course being Lala! Lolo 3 offers more puzzles to solve, more lands to explore and one evil being to conquer. You see, the land of Lolo is in great peril, for the evil wizard has frozen all the inhabitants and only Lolo and Lala can help break the wizard's spell. If you were a fan of the first two Lolo games, you're sure to enjoy the tricky situations that need your deductive skills to solve. For those unfamiliar with Lolo's past successes, this game is similar to Chip's Challenge on the Lynx or Boxxel for the NES. Brain-teasing block pushing has never been so entertaining - and thanks to Lolo's clever design, you get to tax a lot more than just your brain in this one!!



Quick, turn the page!

ULTIMATE JOURNEY

Bandal/ NES



*Change shape to increase
your chance of survival.*



You are a brave Indian warrior named Mojavo. You must attempt the ultimate journey and travel across the land to the top of Outcast Mountain to the evil Wrathkon's castle. There you must rescue Haypavo and prevent the creation of the dominator. Along the way you will find power-ups to help you battle the menacing bosses at the end of each area. Magic powers enable you to transform into eagles, sharks and other animals. A new adventure with a totally original theme.



*Fight many menacing end
bosses!*



BO JACKSON BASEBALL

Data East/ NES



Well everybody knows that Bo knows baseball, but now Bo knows Nintendo too. Bo Jackson Baseball is a new baseball simulation from Data East that will teach you about baseball as well as play a pretty good game. Great graphics and a variety of options give you the feeling of being out on the field. Plenty of cinemas and an awesome halftime show are just some of the enhancements you'll find.



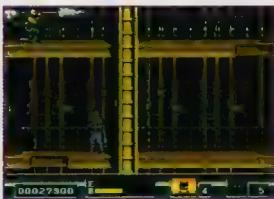
You just missed him!

BATMAN

Sunsoft/Genesis



The Streets of Gotham City



The Axis Chemical Factory

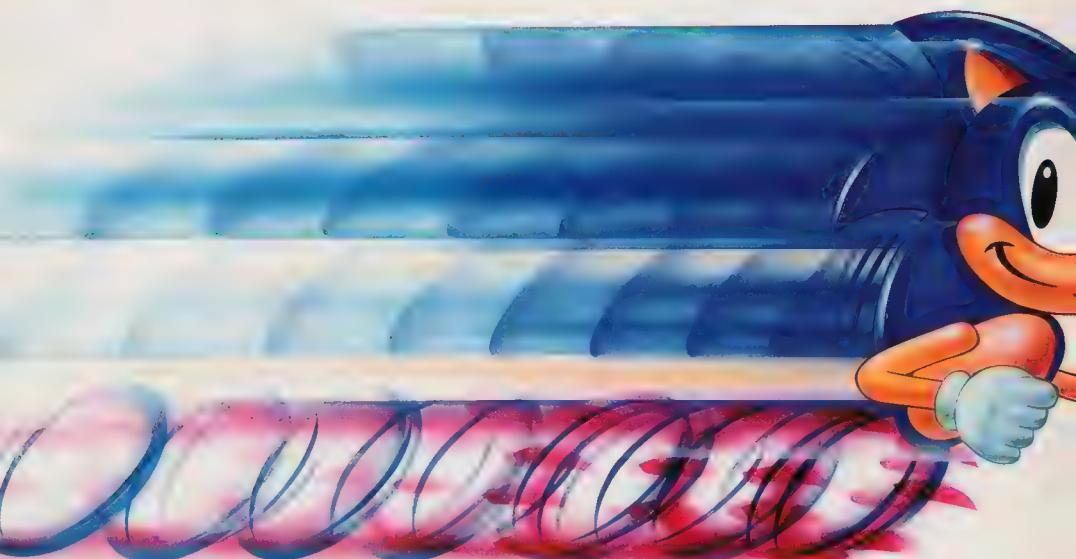
Yes, Batman for the Genesis, the American version, is coming soon! If you've been waiting for this one to arrive, you needn't wait much longer. Batman takes the best parts of the motion picture and beautifully portrays them on the screen. You'll control Batman on the streets of Gotham City, in the Axis Chemical Factory and in the Flugelheim Museum. You'll pilot the Batwing over Gotham City knocking down the dreaded gas-filled Joker balloons. Finally, you'll confront the Joker himself high above the city in the ancient Gotham Cathedral. It's your chance to help Batman rid the streets of crime and put the Joker in his place once and for all!



The Flugelheim Museum



The Gotham Cathedral



TWIN COBRA

Sega of America/ Genesis

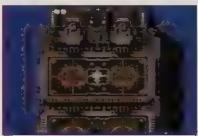


Use the Mega Bombs to destroy everything on the screen when the going gets tough.

The arcade classic Twin Cobra is coming to the Genesis. This vertical shooter famous for challenging veteran players has been translated pixel for pixel with almost nothing lost. All four power-ups are there as well as the super destructive Mega Bomb. Great graphics and sound and super challenging game play that will give even the best gamers a run for their money. Twin Cobra is a welcome addition to the Genesis library and will be out sometime in May 1991.



Four awesome weapons are at your disposal just like in the arcade classic from shooter developer Toaplan.

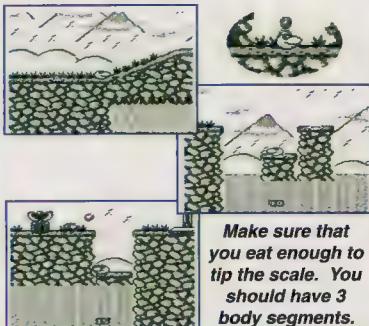


You have to be faster than that!

SNEAKY SNAKE

Tradewest/GameBoy

A very cute, original game from Tradewest. You must go about the land finding creatures and power-ups to munch. Eat enough so that you will tip the scale then go on to the next level.



MARU'S MISSION

Jaleco/GameBoy

A new ninja action game from Jaleco that features side-scrolling action and role-play with confrontations with big end bosses and cool special effects. New weapons are given at the end of each round.



SOLOMAN'S CLUB

Tecmo/GameBoy

Solomon's Key was a favorite among many of the earliest Nintendo users and now Tecmo has captured the spirit of the original puzzle game for the GameBoy. Solve the puzzles, get the key and escape!



Avoid the different enemies that lay in your path, use your magic and collect bonus points! You must reach the key and then the door if your are to make it out alive!

TRAX

Hal America/GameBoy

Trax is an entertaining two-way scrolling shoot 'em up offering GameBoy players 8 way shooting with many different power-ups. Mid-level and end-level bosses are impressively large and challenging to beat.

Whether you move left or right, up or down, enemies will be waiting for you.



Mega-size bosses await you both at mid-level and end-level!



Okay, who's the wiseguy that hit pause!

Sonic The HedgehogTM is coming soon. He's the fastest video character you've ever laid eyes on. And he's only available on the 16-bit SegaTM GenesisTM system. If you want to catch him you'd better hurry. He's going to be moving incredibly fast.

**SEGA
GENESIS**

CASTELIAN

Trifix/ GameBoy

Like the version for the NES, Castelian for the GameBoy features the same tower climbing and alien conquering game play. Scale the tower walls while looking out for alien beings trying to bump you off, literally!

Carefully climb each of the 8 towers to reach the top and detonate the D-Bombs!



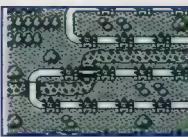
After conquering one tower, step right up for another climb!



TRIUMPH

Hudson Soft/ GameBoy

You are a king seeking out the land for a battle of wits, competing against either a human or computer opponent. Triumph is similar to chess in that each piece on the board has rules of movement. Your move!



There are 25 castles to visit, after which you can build your own with the game's built-in editor. You can also practice the castles in any sequence. Put on your thinking cap!



THE TRICKS OF THE TRADE

TOP SECRET VIDEO GAME TRICKS, CODES AND STRATEGIES

MICKEY MOUSE: CASTLE OF ILLUSION

(Sega/ Genesis)

Secret Bonus Rooms - Throughout this fantastic game there are many hidden rooms in which Mickey can find power-ups, extra lives, and energy refills. To find these secret rooms just follow the directions below for each of the levels shown.

Ho Wei Wong
Wilmington DE

LEVEL 1-2



Go to the cliff by the 4th rope and drop off the left side while holding to the right and you'll get ten apples!

LEVEL 1-4



Jump into the hole by the 5th tree and walk to the left through the rocks to find a room with a free mouse and 2 stars.

LEVEL 3-1



Go into the first hole you come to and again walk to the left through the rocks to get a free mouse, 10 apples and 3 stars.

LEVEL 4-3



When you find a tea cup just jump in for a swim and you'll find all types of power-ups. Be careful of the sugar cubes.

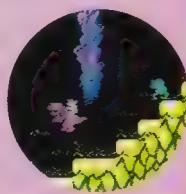
LITTLE NEMO: THE DREAM MASTER

(Capcom/ Nintendo)

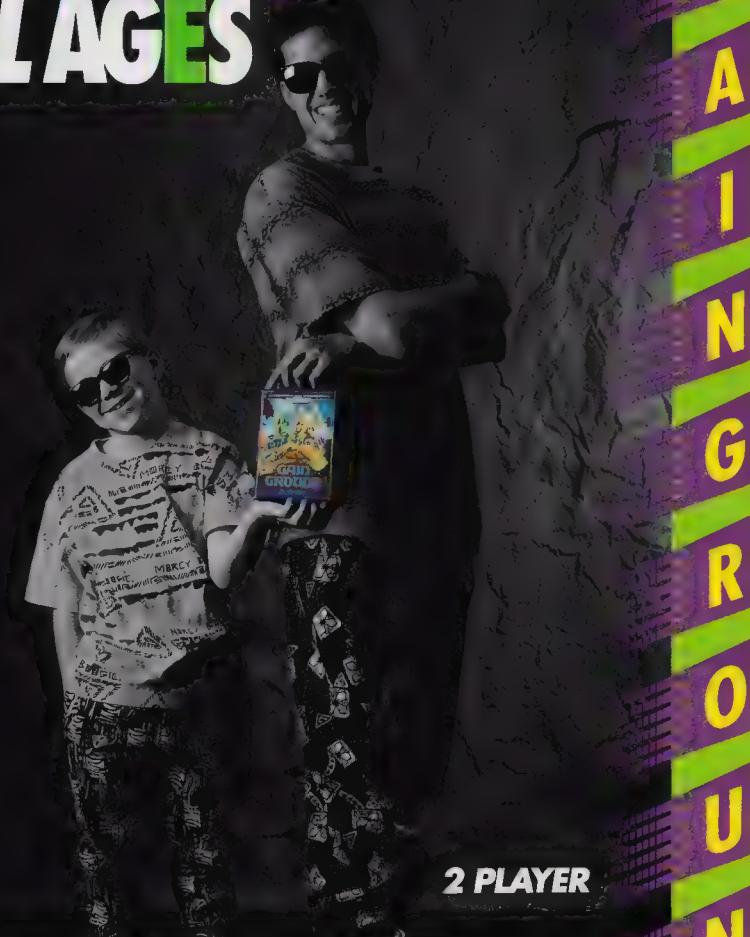
Dream Select Mode - To select any dream adventure in this great action game from Capcom all you have to do is press U, SELECT, L, R, A, A, B, at the title screen. The screen will say "Dream Select" then just hit the A button 1 less time than the level you want to start on. For example for level 8 press A button 7 times.



At the title **U, SELECT, L, R, A, A, B**, then hit **A one less time than the level you want to go to.**



FUN FOR KIDS OF ALL AGES



If your idea of fun is blasting your way through endless armies of fierce enemies from the past, present, and future, then GAIN GROUND is your game. Choose three warriors from an elite group of twenty, all with different weapons and

capabilities, to venture into this strange and deadly world of war simulation gone berserk, where helpless captives await rescue. Team up with a friend and hit the battlefield... Young, old, or in-between, everyone can be a hero in GAIN GROUND.

CIRCLE #113 ON READER SERVICE CARD.

RENOVATION
PRODUCTS™

GAIN GROUND IS A REGISTERED TRADEMARK OF SEGA ENTERPRISES LTD. ©1991 RENOVATION PRODUCTS, INC.

G
A
I
N
G
R
O
U
N
D

GAIARES

(Renovation/ Genesis)

Ultimate Weapon - To get the ultimate weapon in this incredible shooter simply shoot out your TOZ unit 6 times before capturing an enemy ship at the beginning of the first stage. Now you have the heat seeking T-Braster, the ultimate weapon!



SILVER SURFER

(Arcadia/ Nintendo)

Super Power-Up Code - To get full power shots and a special option-like weapon just hit UP on both controllers to enter the password screen and type in CKW-JT4.



6842T4

**James Lorenz
Castilia OH**

WANT TO PLAY
MEGA DRIVE games on GENESIS
OR
PC ENGINE games on TGX 16,
CALL US.....

KITTS COMPANY
2301 Brimley Rd. Unit 117, Scar, Ont. CANADA M1S

KITTS COMPANY

2301 Brimley Rd. Unit 117, Scar. Ont. CANADA M1S 5B8
Tel: 416-754-9563 Fax: 416-754-9564
(Mon - Sat Noon to 9:00 PM)

MEGA DRIVE → GENESIS Converter \$24.95
PC ENGINE → TGX 16 Converter \$69.95

MD SPECIAL

Arrow Flash.....	39.95	Ghostbusters.....	49.95
Curse.....	39.95	Hell Fire.....	49.95
Darwin 4081.....	39.95	Magical Boy.....	49.95
D.J. Boy.....	39.95	Micky Mouse.....	49.95
XDR.....	39.95	Monster Lair.....	49.95
Bat Man.....	49.95	Rastin Saga II.....	49.95
Crack Down.....	49.95	Shadow Dance.....	49.95
Cyber Ball.....	49.95	Strider.....	49.95
Dangerous Seed.....	49.95	Gaiares.....	74.95
Dumdie Duke.....	49.95	Lady Wrestling.....	74.95
FSWAT.....	49.95	Rainbow Island.....	74.95

We also carry PC ENGINE, CD, SUPER FAMICOM and others. Please call for details.

CIRCLE #183 ON READER SERVICE CARD

AERO BLASTERS

(NEC/TurboGrafx-16)

Sound Test and Credit Booster - To get a sound test on this intense blast'emup just tap RIGHT and SELECT at the title screen. To boost your number of continues to 9, just tap RIGHT and SELECT once more when you're in the sound test.



TEENAGE MUTANT NINJA TURTLES 2

(Konami/ Nintendo)

Start with 10 Turtles - To start the game with 10 Turtles at the title screen press UP, RIGHT twice, DOWN three times, LEFT four times, B, A, then START. Oh by the way, we hope you liked our April Fools trick last month and say hello to Simon and his buddy A. P. Rilphuuls (April fools) for us. Sorry if you wore out your controller on that one and don't send it in to the other game mags, they might print it!

THE COMPLETE STRATEGY GUIDE TO THE INCREDIBLE DATA EAST GAME!!

ROBOCOPTER

TM

16 PAGES
OF ACTION!!

WIN BIG WITH
EXPLOSIVE MAPS
AND STRATEGIES!!

YOUR COMPLETE
GUIDE TO
BECOMING THE
ULTIMATE
MECHANIZED
CRIME FIGHTER!!



OLD DETROIT IS UNDER SIEGE!

A new drug, Nuke, is infesting the streets of Old Detroit and only Robocop can rid the city of its menace! Based on the motion picture of the same name, RoboCop 2 from Data East puts you in RoboCop's cyborg body, ready for action! Your mission: crush all of the Nuke throughout the city, arrest the drug pushers, bust the drug-lord Gant, and destroy the berserk RoboCop 2 in an intense show-down!

Starting by the riverfront, RoboCop learns of a secret Nuke factory in the vicinity. Help RoboCop demolish the factory and put the pushers out of business. Each level has a supply of Nuke lying in various places for RoboCop to destroy. Also on each level is a number of pushers and druggies that RoboCop must arrest. Don't shoot them! Each level is progressively difficult and should challenge even the best players. Fight your way to the Civic Centrum Complex for the final match-up between RoboCop and RoboCop 2!

RoboCop can pick up special weapons on each level as well. He can find an armor-piercing gun, a triple shot gun and a vertical shot gun. Each weapon will help RoboCop complete the level they are found in. Each weapon has only 10 to 15 shots so use them sparingly! The first challenge, however, is to master the movements of RoboCop. He tends to slide and needs to gain momentum to jump because of his heavy body. Practice on Level One!



This thug appears throughout the game. He's easy to thwart, but don't let him get to close; his karate chops and kicks can damage even RoboCop's metal body! He can be brought down with only one shot.



Appearing mainly in the River Rouge levels, the thug with the bullet-proof vest can handle two shots before he falls. His kicks are powerful too. Hit him early or he'll get too close to shoot him when the armor gun on him.



ROBOCOP



ROBOCOP II



ORION

ROBOCOP 2 © 1990 ORION PICTURES CORPORATION
ALL RIGHTS RESERVED

DATA EAST

© 1990 DATA EAST USA, INC.

GAME DESIGN © 1990 OCEAN SOFTWARE

LICENSED BY

Nintendo®

DE AMERICA, INC.

RIVER ROUGE - AREA 1

A secret nuke factory has been discovered! Robocop must destroy all of the nuke and arrest the nuke pushers in the area. The power up weapon is an armor-piercing machine gun that will stop the thugs cold! Beware the thugs hiding in manholes, and don't jump over any hazards unless you have cleared out any enemies first. If you are hit in mid-air, you will drop like a stone. This is the level to become used to the movements of Robocop.

PUSHER

These guys are the scum of the Earth. Arrest them on sight! When they appear onscreen, the arrest meter will flash, so move quick, or they'll get away! Remember, you need to arrest 60% of them to advance.



THE SECRET NUKE FACTORY!

The Nuke factory is hidden underneath the streets of the city. Use the above map to locate it. Once inside, destroy all of the Nuke hidden within! Don't worry if you fall because you'll only end up on the streets again, near the end of the level. No enemies or hazards are in the factory complex, on go nuts!!

BONUS AREA



NUKE DESTROYED
22%
OF THE TIME



NUKE DESTROYED
99%
OF THE 4 MILLION

CALIBRATION TIME!!

Don't worry! Even if you don't destroy enough nuke or arrest enough criminals, you can still advance to the next level. Just complete the shooting range scene and you'll proceed.



Don't hit the civilians, or it'll cost you!



RIVER ROUGE - AREA 2

This area is much more difficult than the first. Featuring many more hazards like turning gears, electric beams, pile drivers, and treacherousfalls, this level will not be mastered easily. Moving platforms are also on this level, so critical timing is a must. Your main priority should be to make the jumps carefully and not worry about Nuke or arrests. The shooting range is easy enough to complete if you don't crash Nuke or arrest anyone. This next level is even harder, so be ready!

THANK YOU
FOR YOUR
COOPERATION...



Here is the hostage from area two. Due to the difficulty of this level, don't give him a second thought. Only rescue him if it's convenient and safe. He's not worth it.

GREAT!



Drugs, the shame of society, are everywhere. Nuke is the first low-cost, quick high, Instantly addictive drug to hit the black market. Robocop is prepared to stop Nuke from hitting the streets of Old Detroit. Can you help him destroy Nuke production, arrest Cain, and eliminate RoboCop 2, the murderous OCP robot? Even though the odds are against you, only you can stop the danger and return peace to the city. Remember, drugs are for losers!!!

RIVER ROUGE - AREA 3

Finally, the last section of the River Rouge Mission! This is the first area that utilizes the jet platform. This level also features tractor magnets that will pick up RoboCop and dump him after a certain distance. Avoid the first one because it will drop you over nothing. The second magnet will deposit you safely on a ledge. Otherwise, this level offers the same hazards as the previous area. Keep an eye out for the secret bonus room hidden on this level! Use the supplied maps to guide you to the area entrance, it's hidden between the first two electric beams. After completing this level, you will proceed to the next stage: a new Nuke factory built by Cain!

AREA 3



One big change is the introduction of the tractor magnets. These magnets can either be hazards or necessary. Avoid the first one and use the second one unless you like to fall.

NOT MUCH NEW HERE...

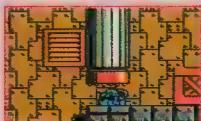
This level isn't really much different than area two. The main difference is the level of intensity

is much harder to play.

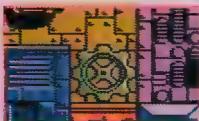


The people are the same as level two and are much easier to rescue. Try to get them all on this level. Use the jet platform to access hard to reach areas, including the secret area!

DANGER IS EVERYWHERE!!



The piledriver won't smash you if you keep moving. The bricks are different to warn you of the danger.



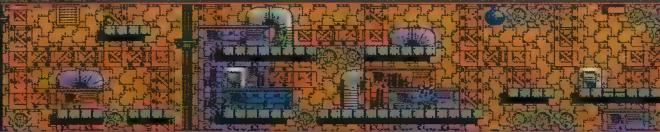
The turning gears are fatal to the touch. They'll grind Robocop into metal dust if you aren't careful.



Critical timing is a must for the electrical beams. The pattern will become obvious if you study the beams.



These moving platforms are your means of transportation in part of this level. Use them wisely.



BONUS AREA



ANOTHER SECRET ROOM!!

This multi-level room will provide an excellent challenge to complete. The moving gears are everywhere, and the electrical beams flash back and forth constantly. Don't worry about getting hit in this room because it won't kill you, but it will send you back to the original area. If you want to get 10% of the bonus or more, you had better investigate this area carefully.



ROBOCOP 2



AREA 1



SLUDGE PLANT - AREA 1

Cain and his cronies have set up a new, larger, and more deadly Nuke factory in the DCP Sludge Plant! Robocop must apprehend the scum behind it all and take down Cain once and for all! Area One places Robocop outside the sludge plant, so he must fight his way in. Along the way he can find a secret Nuke storage facility hidden beneath the streets. Use the map to locate this bonus area. A few new thugs and obstacles will attempt to stop Robocop in this area like the Rollers! Thugs will spring out of windows and water to shoot Robocop as he closes in, so keep a wary eye out for them! The key to completing this level is patience rather than sheer power. Don't worry about your power levels because half-way though the level you will be awarded a chance to get two battery consisters near the secret storage facility. Concentrate on reaching these batteries, and you'll finish the level without hassles. Also Helpful is the vertical gun power up located near the beginning of the round. This gun will take out the annoying enemies that lurk in the water. Without the vertical gun you will have to time Robocop's jumps so that the bullets don't hit him. If they do, it's curtains for Robocop! Once again, watch out for the Rollers. They only come out near hedges on this level, so approach them with care. Remember, patience is the key to survival here! Lastly, don't forget to move the platforms of this area since they are not fixed to spot and rarely appear in time to reach places.



SLUDGE PLANT - AREA 2

Finally, Robocop is inside the sludge plant! These creeps will never learn that Robocop is unstoppable! Once in this area, prepare to face all new dangers and challenges. The only familiar danger is falling. Otherwise, this level is a whole different ball game. This level features toxic hurricanes, nuclear footballs, springboards, and the rolling platform! Another hidden area is here as well. Once the round begins, move to the left immediately. Robocop will access the computer link and attempt to recover his memory of Alex Murphy. If you are able to help Robocop remember Murphy, you will be awarded ONE MILLION bonus points and two extra Robocops! These extra men will come in handy on upcoming levels. The major challenges to this level are learning how to utilize the springboards and the rolling platforms. The rest of the level is a piece of cake.



ACCESS THE MEMORY BANKS!!

Unscramble the picture of Alex Murphy and you will get an extra reward!

ARREST THIS DUDE!



Now, here is one smart criminal! At least he's giving himself up. Arrest the waving men throughout the level. Remember you need 60% of them to advance to the next area of the plant.

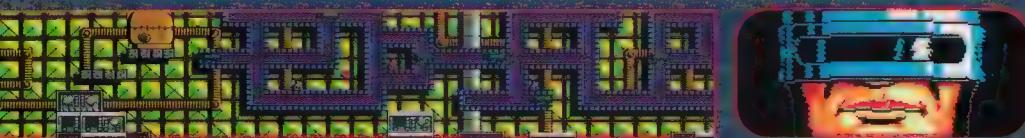
CHECK OUT THE FATBOY!



This dude has a nasty temper (and appetite)! One touch from him and Robocop is done for!! He carries a big gun too. Two hits will get him.

THE SECRET NUKE STORAGE FACILITY!!

All right!! You found the Nuke stored below the city, but it won't be easy smashing it. Robocop will have to use the moving platforms a lot to reach the Nuke in this area. Since the movements of Robocop are faster and more unpredictable underneath the city (must be the storage), go slowly and you'll be able to get to the Nuke. Of course, this is just a bonus area, and if you fall you will merely disappear at the storage facility's exit at the topside area. Unfortunately, you'll never get 100% of the Nuke unless you manage to get a good portion of the underground supply. Go Robo!!



ALL NEW HAZARDS!!

The first new obstacles to pass are the corrosive acid drops falling from the ceiling. After these, Robocop will face the nuclear football that quickly floats to the ceiling. One touch is fatal to Robocop, disrupting his delicate electrical systems. Next, avoid the toxic hurricanes floating in depths of the Nuke vats. These are likewise deadly. Meanwhile, master the techniques involved with the springboards. Many times, the springboard will cause you to land on a hazard. Lastly, avoid the moving platforms while guiding your own platform through the maze of tracks.



ROBOCOP

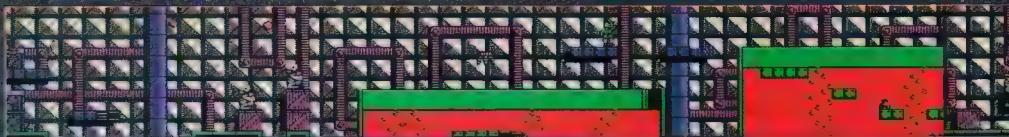


NUKE HEADQUARTERS - AREA 1

Now that you've blasted through the sludge plant entrance, you must guide Robocop to the Nuke headquarters inside. This section of the game is very similar to Area One of the Sludge Plant level. The hazards are the same, except that the road itself is treacherous! This area requires a lot of critical jumps, timed exactly, to complete it. The rollers can give you plenty of problems since they don't just roll into holes. Also, they can come out when you stand in a certain area. Try and get the triple shot weapon at the beginning of the area. It will help get rid of the troublesome water thugs and the thugs in the Windows. Look for the invincibility icon towards the middle of the area. Another point of interest here is the bonus shooting range located near the end of the round.



PRIME DIRECTIVE: UPHOLD THE LAW



NUKE HEADQUARTERS - AREA 2

Robocop is deep within the Nuke Headquarters. He must reach the top past the remaining defenses and he will be able to catch up to the drug lord, Cain. Although this level resembles the second area of the Sludge Plant, it is much more difficult due to a different layout (just the enemies are the same). One addition to this area is the grappling hook. The grappling hook operates similar to the tractor beam, but you can control where it is released from the arm on the left arm bar.

1MARK	01255200	2CHRIS	03472100
3STEVE	02050000	4JONAH	01520500
5GARY	01017500	6SCORPBLE	00758700
7BILL	010200	8TED	00248400
9ROB	010200	A	00000000
B	00000000	C	00000000
D	00000000	E	00000000
F	00000000	G	00000000
H	00000000	I	00000000
J	00000000	K	00000000
L	00000000	M	00000000
N	00000000	O	00000000
P	00000000	R	00000000
S	00000000	T	00000000
U	00000000	V	00000000
W	00000000	X	00000000
Y	00000000	Z	00000000



TRIPLE SHOT GUN

Retrieve the Triple Shot Gun early in the first area of the Nuke Headquarters. The water thugs are impossible to wipe out without it. Be careful, though; a roller will attempt to flatten you soon after you get the icon in the corner. Move back onto the barrels immediately! If you don't get the Triple Shot Gun, the roller won't appear.



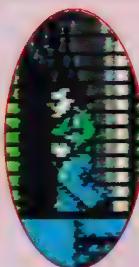
THIS GUY LOOKS FAMILIAR...

Yep! We've apprehended this guy before, but not under this kind of pressure! Arrest him only if it's safe to do so. Don't take any unnecessary risks if you don't have to! Cain is nearby, so concentrate on reaching him, and waste no time finishing this area.



BONUS AREA

Wow! Time to take a break from all this action! Grab some easy bonus points in the shooting range.



NAIL THIS CREEP!

In the first area of the Nuke Headquarters, you may concentrate a little on arresting these bad guys. Things should move slowly enough so you can obtain 60% of the maximum arrests. These pushers don't move very quickly and are very easy to spot. Prove that crime doesn't pay!

TEMPORARY INVINCIBILITY!

This power up really comes in handy for these tight situations. The invincibility is only temporary and lasts for about five seconds. This is just enough time to avoid a treacherous jump over a roller and arrest target. Don't dally! The effects wear off soon, and danger is all around you! This is the only location where the temporary invincibility exists throughout the entire incredible game. How unfortunate.



THESE GUYS PLAY DIRTY!!

Unbelievable! These dudes don't know the meaning of the word fair, only win! They will stoop to any trick or deception to stop your advances from continuing. The most annoying enemy is the water thug. His bullets will make you fall straight into the water because they stop you mid-jump.



GRAPPLING HOOK

The grappling hooks will carry Robocop a certain distance, then let go. Unlike the magnets, you can force yourself to fall at any point once you are grabbed. This allows you to utilize the hooks as a feasible means of transportation. These mechanisms can be fatal, however. The grappling could drop Robocop over a pit. Or, on the other hand, it could ram Robocop into an enemy with a deadly touch. Without the introduction of the grappling hook, this area is almost exactly the same as Area Two of the Sludge Plant. Just like that area, you will have to navigate a rolling platform track, but this time, it's much harder! You will have to time the movements of the platform just right or you'll be knocked off and into the darkness. If you are diligent enough, you will be able to face off against Cain, the drug lord of Old Detroit!!



CAIN AT LAST!!

Yes!! After five rounds of chasing, you've caught up to Cain, the drug lord. Grab the batteries quickly, then wait on the platform for Cain to leave, and you'll win! Or try to punch him out for big points.

FLOOR 1

FLOOR 2

FLOOR 3

FLOOR 4

FLOOR 5

CIVIC CENTRUM - 1ST FLOOR

Now that Cain is gone (or is he?), Robocop must clean out the Civic Centrum which has become infested with Nuke and stray goons. Reports of gunfire on the roof alerted Robocop to the disturbance, so he must act accordingly. Fair warning, however, the Civic Centrum Security Defenses have been activated! In short, every automated system is operational and ready to rock and roll your steel alloy behind back to the calibration tables!!! If you've ever wanted a challenge, this is it!! Each of the last five levels will provide more than enough problems for most players.

The first floor features a lot of precarious jumps from moving platforms. Beware the killer robot ED 209 as well!!



DON'T GIVE UP!!



FLOOR 2

FLOOR SMASHER

Yikes!! The Floor Smashers are usually placed in a spot you need to jump from. Look for the smasher before you decide to stop and time a jump. On the second floor, a smasher is located near the end of the round, without any ledges nearby. This means you will have to jump immediately after reaching it. Go for it!!



CAIN LEFT BEHIND SOME HOSTAGES

This girl may be crying, but she's still in grave danger. Rescue her quickly before she gets gunned down by stray artillery fire. Some of these babes are being protected by ED 209, the killer robot from the first Robocop installment. He isn't that difficult to beat here, especially if you managed to obtain the armor piercing shotgun. MOVE FAST!

ROBOCOP 2





ED 209

This robot doesn't stand a chance against the new improved Robocop! In fact one shot from the armor piercing shot gun will put him away permanently!!



BIG GUNS!!

These little terrors (little?) will blow you away if you don't anticipate their fire. This is because they can shoot you before they appear onscreen, so move quickly so you can see them before they fire.



CRAWLER

The crawlers have armor just as strong as ED 209's but it doesn't shoot, it merely crawls. The armor piercing shot gun is just as effective.



MAGNETS

The magnets will keep you from firing or jumping, but you can move.



CIVIC CENTRUM - 2ND FLOOR

The second floor of the Civic Centrum features almost the same security devices as the first floor. Use the moving platforms to get around, and watch out for the big guns and ED 209. The big guns are placed in devious locations throughout the level. They can begin shooting before you see them. Learning their locations will be the key to your survival on the second floor. ED 209 is merely a nuisance which slows you down. Beware the smashers on the floor; they will attempt to crush Robocop on the ceiling!! Key a very eye out for the OCP Strongholds throughout this Civic Centrum, although they are extremely difficult to reach.



STOP WHINING...

This lady never stops crying!! Somebody rescue her quick! Now, if Cain knew how to treat his girlfriends they might not be cryng...



WELL DONE!

FLOOR 3



CIVIC CENTRUM - FLOOR 3

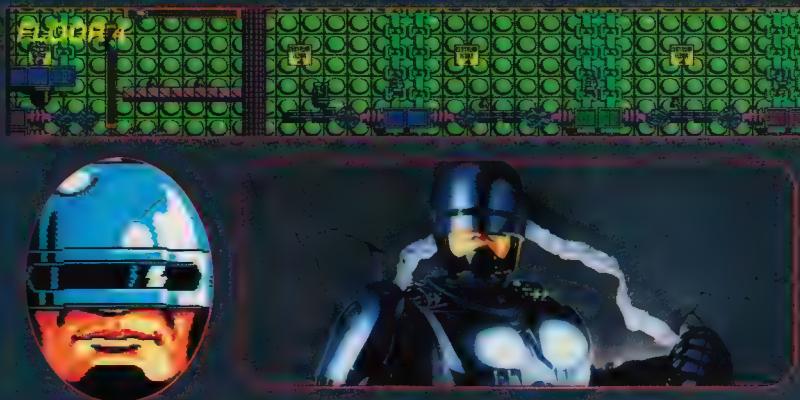
Ugh! After that wild ride from Floors One and Two, Robocop could use a rest! Sorry, Robocop, but there's a serious matter at hand here! All new defense mechanisms await Robocop in this level. The reverse fields will change the polarity of Robocop's movements, altering his electronic impulses so that he moves left instead of right, and vice versa. These will give you the most problems. Another new mechanism is the "rocket magnet." This magnet has a rocket attached to it so it can speed along. If it touches Robocop, it will carry him to the end of the level and jolt him with electricity to fry him. You might as well enjoy the ride because Robocop can't break free from this grip of doom!! Some of the minor nuisances are the Trapjaws, flying robots, and wall guns. The trapjaws spring from the floor like bear traps but move slowly. The flying robots are just an annoyance to be shot if they get too close. The wall guns are a little more serious threat, only because they can't stop Robocop mid-jump. Again, the largest danger is falling off the platforms, so move carefully and patiently.



THE BRAIN OF CAIN!!

Gruesome sight, huh? It would appear that the wackos at OCP laboratories are going to put the brain of Cain into a newer, tougher, and all-around better version of Robocop, dubbed Robocop 2!! Stop them by crushing the brain canister targets (at least 60%). Don't let us down!

O
C
P



ALL IN A
DAY'S
WORK...

PRESS START
PLAYER 1

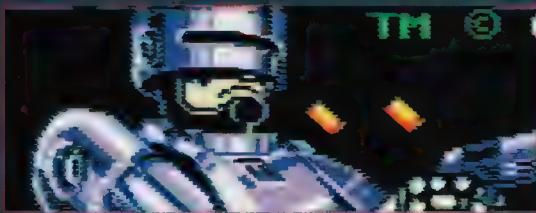


INSTRUMENTS OF DESTRUCTION!!

The defenses have gotten a little stronger! These game manglers will put you away quickly unless you know their location and movements.

CIVIC CENTRUM - FLOOR 4

Finally! The last floor of the Civic Centrum before you reach the rooftop is the largest challenge yet. Although it appears to be no more than a copy of Floor Three, Floor Four is much more intense and thrilling. The challenges here are nearly insurmountable, but as Robocop, you must prevail!!! Fight to the end and you will only have one area left before your confrontation with Robocop 2!

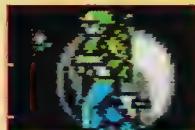


MORE BRAINS TO GO AROUND...

These brains are still everywhere! Crush them all in an attempt to thwart OCP's plans to use it in Robocop 2.



NEW OBSTACLES FOR THE MOST CHALLENGING LEVEL YET!!



FOOT SOLDIERS!!

The Foot Soldiers are agile and deadly. They will drain most of your energy in the blink of an eye, either with their guns or devastating jump kicks and punches. Most of them appear near critical jumps. These soldiers also tend to show up as you approach the arrest targets.



POWER BALLS!!

Power Balls deliver a destructive blow to Robocop's circuitry! These things can really pack a wallop! These mechanisms only appear in two areas of the round, and if you know their location, you can run past them and miss them completely. The balls only appear if you stall for an instant.



PARACHUTE BOMBS!!

Parachute Bombs are more of an annoyance than a real threat. They can disrupt Robocop's jumps, though, so look before you leap! These weak hazards can be destroyed by one gun shot. You'll tend to see them when a critical jump is required or when an enemy is closing in.



FLAMES!!

These flames fire along a certain pattern, similar to the electrical beams. The flames will cause an unbelievable amount of damage to Robocop if he stays underneath them too long. Lacking any form of movement, however, the flames are relatively easy to dodge or avoid altogether.



INTENSE!!

The colors appear to jump out of the screen! Along with the vibrant graphics, the dangers are much more formidable, and you will probably run out of energy before you reach a battery tank.





CIVIC CENTRUM ROOFTOP

At last, the rooftop! Getting to the roof isn't nearly as bad as surviving the rooftop defenses. The roof is heavily guarded against any sort of attack. All forms of defense are powerful, swift, and hard to defend against, unless you already are familiar with the security design. On the roof, you will meet up with the vicious footsoldiers and deadly powerballs! You will need to weave between the parachute bombs and race through the searing flames! Meanwhile, you still need to find and arrest 60% of the criminals, and destroy 60% of the Nuke. Actually, the best chance you will have to finish this level is to not worry about the pushers hanging from the walls or the Nuke. The danger here is too great, and the price is too high to risk losing it all to avoid playing the shooting range calibration. This level is the longest of them all, so if you fall trying too reach a criminal or Nuke bottle, you will have to start all over at the rooftop entrance! Too bad, you should have listened! Anyway, be patient in the area without powerballs. Robocop mustn't slow down in those areas, or he'll get pummeled from below! The powerballs can really severely damage Robocop too! Otherwise be cautious and alert, the foot soldiers like to run out at Robocop near jumps and critical areas, so be ready to fire in an instant! Once you learn the location of the dangers, this level will still remain challenging because so many hazards are in this area that the odds of a perfect round are next to nothing! Most likely, you will become frustrated with the difficulty of this level, but it is merely preparing you for the ultimate challenge - destroying Robocop 2 immediately after this area! So, if you think this area is hard, just wait until you face the monstrosity and ferocity of the final boss!!



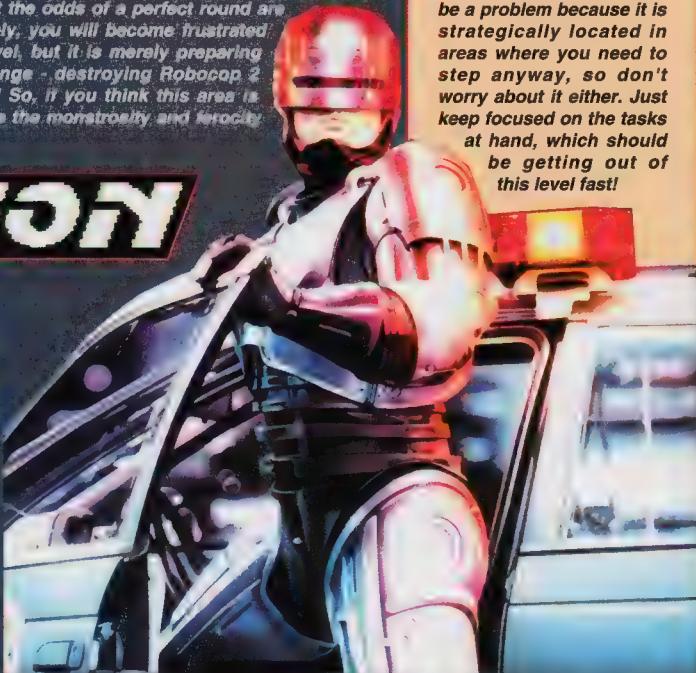
FORGET IT!

As much as you'd like to help this poor pusher, you have enough to worry about with all the incredible dangers ahead. If you try to save and arrest the pushers, you will end up roasted by flames, falling, disrupted, or karate-chopped! Nuke shouldn't be a problem because it is strategically located in areas where you need to step anyway, so don't worry about it either. Just keep focused on the tasks at hand, which should be getting out of this level fast!

ORION

HAVE
A NICE
DAY...

 DATA
EAST





THE FINAL CONFRONTATION WITH ROBOCOP 2!!!

This is it!! You've blasted through 12 different areas with determination, and now you must face off against a destructive man-killing machine with an arsenal that would put the Army to shame! Armed with your pea shooter, you must defeat Robocop 2 a total of three different times before he will finally go down permanently. Each time you face Robocop 2, the pattern of his fire will change, and his weaponry will actually improve! Don't fret, however, though he gets all of his hit points back, you will receive 60 hit points yourself. Only the best players will defeat Robocop 2 all three times, so don't get frustrated if you don't defeat him quickly. Nobody could.



This huge bullet will do four hit points of damage. It hits high and low. Duck quick!



The fireballs don't appear the first time you fight Robocop 2. Duck to avoid them.



The air bombs do four units of damage each hit. To dodge, move right or left.



The gun fire is insignificant until the third match. Jump when he rushes you then.



Robocop 2 is deadly without weapons! One touch drains your energy quickly!!

TRY NOT TO MISS THESE POWERFUL WEAPONS AND ITEMS!!



NUKE
Drugs are only for wimps!
Drugs are a cop-out on life itself. Help Robocop destroy this menace!!!



VERTICAL SHOTS
The Vertical Shot Gun is only found on one level. Use it to get rid of the water thugs.



BATTERY
The battery tank will replenish 10 energy units of health. You can grab as many as you can reach.



ARMOR PIERCING SHOTS
Nothing can withstand more than one hit from this all-powerful gun!!



INVINCIBILITY
This impervious icon is only found once throughout the game, so whatever you do, don't miss it!



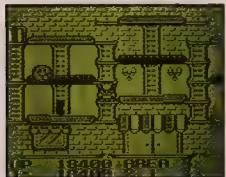
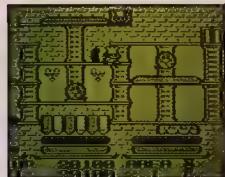
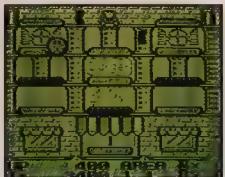
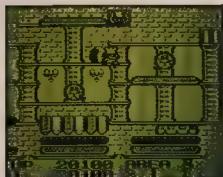
TRIPLE SHOTS
The triple shots are also found in only one level, and are also used against the water thugs mainly.

GIMME' THE WORKS!



Today's Special: **Flame-broiled burgers piled high with all the works.** Peter Pepper, the burger chef is stacking these sizzling, mouth watering burgers with all the trimmings. But the grill is smoking from

the annoying food fiends—Mr. Egg, Mr. Wiener and Mr. Pickle—who are trying to slow down production. It's food flingin' fun for you and a friend with **BurgerTime Deluxe**, new from Data East.



LICENSED BY
Nintendo



**DATA
EAST**

CIRCLE #116 ON READER SERVICE CARD.

Nintendo, Game Boy and the Official Seals are trademarks of Nintendo of America Inc. © 1989 Nintendo of America Inc. Burger Time Deluxe © and ™ 1991 Data East USA, Inc.

Data East USA, Inc.
1850 Little Orchard Street
San Jose, Ca 95125
(408) 286-7074



USA: All's well at the dojo... until Marion is kidnapped.



JAPAN: Something mysterious is happening in the Land of the Rising Sun.



NEW CHARACTERS:
Once defeated, your
bitter enemies join
your quest...

TWICE THE CHARACTERS, THREE TIMES THE ACTION!



CHINA: It's a world-wide thriller as you search for Marion and the Sacred Stones.



ITALY: Only your all-new martial arts moves can conquer the gladiators.



EGYPT: Finally, you'll confront the Curse of the Pharaohs.

DOUBLE DRAGON III

SIMULTANEOUS
2-PLAYER ACTION
THE ARCADE HIT
CONTINUES!

Akclaim
ENTERTAINMENT, INC.
Masters of the Game™

Licensed by Nintendo®
For play on the
Nintendo
ENTERTAINMENT SYSTEM™



©1990 Techno-Image Corp. Double Dragon III: The Sacred Stones™ is a trademark of Techno-Image Japan, Inc. All rights reserved. Activision, the Activision logo, Akclaim, the Akclaim logo, and Masters of the Game are registered trademarks of Activision, Inc. Nintendo and the Nintendo logo are registered trademarks of Nintendo Co., Ltd. All other marks and names are trademarks of their respective companies.

CIRCLE 150 ON READER SERVICE CARD

THE ULTIMATE GAME BOY GAME.



Nintendo GAME BOY™



SELECT START



INCREDIBLE WRESTLING ACTION!

Take on your favorite WWF Superstars with the piledrivers, suplexes, back kicks and more!



OUT-OF-THE-RING MAYHEM!

Watch out for a powerslam!



TV INTERVIEWS:

Get ready to take on these



TURNUCKLE TURNOOL!

Unleash a devastating turnbuckle attack on your opponents!

WWE
Ultimate
Warrior
for
GAME BOY™

WWE
Ultimate
Warrior
for
GAME BOY™



Step into the ring with Ultimate Warrior™, Hulk Hogan™, Mr. Perfect™, Million Dollar Man™, Ted DiBiase™ and Macho King Randy Savage™.

Get ready to turn the tables for play on two!™
Nintendo
ENTERTAINMENT SYSTEM



*Registered trademark of TitanSports, Inc. ©1991 TitanSports, Inc. Hulk Hogan™, Hulkamania™ and Hoganator™ are trademarks of the Marvel Comics Group. All rights reserved. TitanSports, Inc. is a registered trademark of TitanSports, Inc. All other distinctive character likenesses are trademarks of their respective owners. All rights reserved. Nintendo, Game Boy, and the official seals are trademarks of Nintendo of America Inc. LJN™ is a trademark of LJN Ltd. © 1991 LJN Ltd. All rights reserved.

GAME DUDE PAYS YOU MORE FOR YOUR USED GAMES!

BUY ★ SELL
UP TO AT SUPER
\$75.00 LOW PRICES

Nintendo®

SEGA™
GENESIS



FamiCom
Mega Drive
Neo Geo
Pc Engine

Thousands Of Games
IN STOCK!!
Rare and Hard to Find Games!

JOIN THE GAME DUDE CLUB!

FREE - Membership!

FREE - Over \$30 worth of coupons!

FREE - Price catalog of all the games!

FREE - Game Dude 'HOT LIST'
New Hints, Tips and Pass Codes!

To Join Call Now!

(818) 764-2442 Mon-Sat 9-5 PST

Fax (818) 764-4851

Game Dude

PO Box 8325EG

Van Nuys, CA 91409

Name _____

Address _____

City/State/Zip _____

CIRCLE #181 ON READER SERVICE CARD.

SAGAIA

(Taito/ Genesis)

Sound Test - In order to listen to the sounds used in this 8 meg shooter, play the game and achieve a score high enough to have it register in the 'high score list'. Instead of your initials, type in the letters ZZT. This will take you to the special sound test mode.



M.U.S.H.A.

(Seismic/ Genesis)

Round Select - To start on any round in this amazing shooter just hit RESET 10 times, then hold DOWN&LEFT and go to the option mode and you will get a round select mode.



Hit RESET 10 times, then hold DOWN & LEFT while entering the option mode.



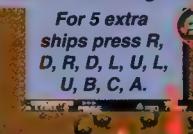
M.U.S.H.A.

(Seismic/ Genesis)

Special power Up Codes - Pause the game and follow directions.



For full power
press B, B, C, B,
B, C, U, D, A.



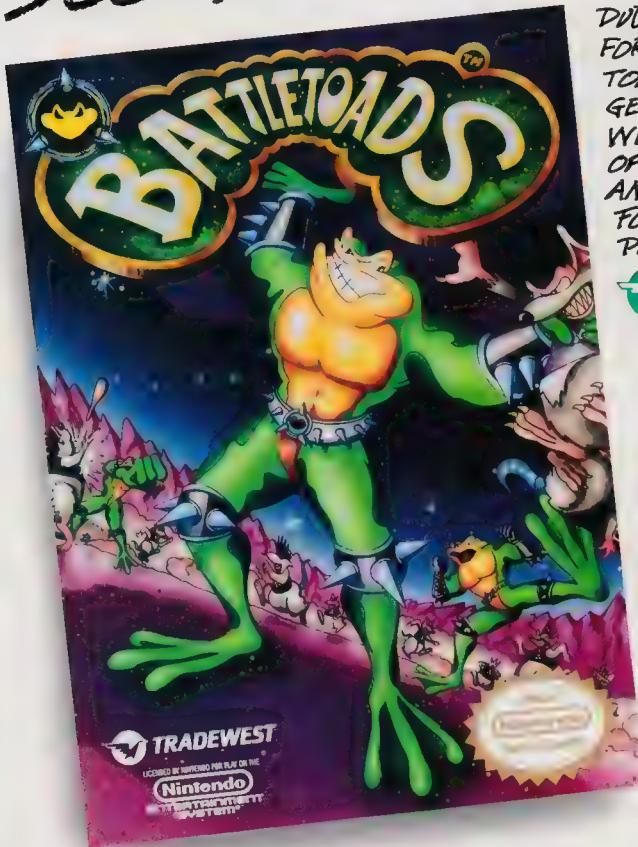
For 20 options U, U,
U, D, D, D, L, L, L,
R, R, R, C, C, B, A.

WIN A FREE GAME FROM EGM!!

We want you to play like a winner, and we're ready to pay! Give us your tips and clues, your secret continues, level selects, power-ups, passwords and codes! If we print your tip, we'll give you credit in these pages as well as a free game of our choice (you can pick the system)! Get the best tips anywhere and get a great game as well from the magazine that's first with the best secrets on all the game systems - EGM! Send all tricks to Tricks of the Trade, 1920 Highland Ave. Suite 222, Lombard, IL, 60148.

Send us your tips and we'll give you credit in these pages as well as a free game of our choice (you can pick the system)! Get the best tips anywhere and get a great game as well from the magazine that's first with the best secrets on all the game systems - EGM! Send all tricks to Tricks of the Trade, 1920 Highland Ave. Suite 222, Lombard, IL, 60148.

COMPARED TO
BATTLETOADS, TURTLES
SEEM LIKE POND SCUM.



DUDE, IF YOU'RE READY
FOR A GAME THAT
TOADALLY KICKS BUTT,
GET BATTLETOADS.
WITH 12 LEAPIN' LEVELS
OF FIERCE FIGHTING
AND RADICAL RACING,
FOR ONE OR TWO
PLAYERS.



FACT-FILE

Manufacturer: Jaleco
Machine: NES
Cartridge Size: 2 Meg
Number of Levels: 7
Theme: Action
Difficulty: Easy
Number of Players: 1
Available: Now



SAVE YOUR TRIBE!!

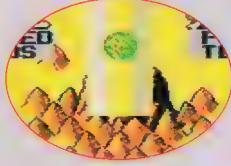
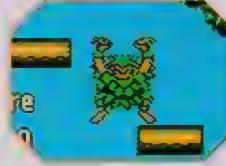
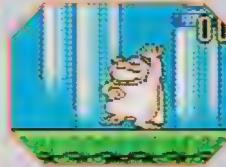
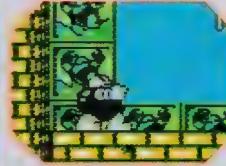
In Jaleco's Whomp Em for the Nintendo Entertainment System, your tribe has lost the seven runes of power. Your mission is to recover them from the evil monsters who found them. After receiving six Power Runes you will automatically receive the seventh Rune, the all-powerful Dragon seal.

Each Rune will grant you a new power, ranging from fire and ice to clouds and steps. Every level has a round boss who guards the Runes. A certain special weapon can demolish a round boss; the trick is to figure out which one! Promising game play, power ups, and a "cultural" soundtrack highlight this technique-driven cart. If you're lucky, you'll find the area where you can power-up completely in very quick and easy manner!



EXPLORE 7 DIFFERENT WORLDS IN YOUR QUEST FOR MAGIC!!





???

FACT-FILE

Manufacturer: Natsume
Machine: NES
Cartridge Size: 2 Meg+MMC3
Number of Levels: 5
Theme: Shooter
Difficulty: Average
Number of Players: 1 or 2
Available: June

NATSUME NEEDS YOU TO JOIN THE SPECIAL CYBERNETIC ATTACK!

A huge comet is hurling through space and it's heading straight for our solar system. But this is no ordinary intergalactic object! In reality, it's a super secret alien command vessel on a mission of destruction. It's target: the planet Earth!

The only hope the peaceful people of Terra have to turn to is the galactic military's elite corps of specially trained, robotic-assisted heavyweights known as S.C.A.T. With the help of allied weapons and enhancements, these incredible fighting machines will wage an explosive battle against the enemy forces and restore light to the rest of the planet. Should they fail, the fate of mankind will be forever sealed...

AWESOME POWER UPS!!!

REGULAR



LASER



WAVE



BLAST



CHOOSE EITHER MALE OR FEMALE WARRIOR!



Name: Arnold
Age: 34
Birthplace: USA
Height: 6' 4"
Weight: 235
Affiliation: SCAT
Rank: Major



Name: Sigourney
Age: 25
Birthplace: CAN.
Height: 5' 6"
Weight: 114
Affiliation: SCAT
Rank: Captain

THE MAP CHARTS YOUR PROGRESS TO THE ALIEN BASE!



Totally RAD™

**FINALLY, A GAME THAT SPEAKS
YOUR LANGUAGE!**

Totally Rad™ takes the most awesome beach dude on a trip far below the sand, in pursuit of the totally ungnarly creature who made off with his beautiful girlfriend. Along the way, he runs into some totally gruesome monsters, who come after him with some pretty heavy magic. Luckily, he's got a few tricks of his own: **magic boomerangs, electric shock claws, shooting stars, even telepathy.** This dude even has the ability to change forms...from a bird to a lion to a giant lizard.



TOTALLY RAD IS TOTALLY RAD!



Excellent! Dude meets magician.



Bogus! Dude meets monster.



Take to the air, dude!



Whoa! Life's a beach.



Awesome! Dude goes underground.



Tubular! Totally weird world.



JALECO™

CIRCLE #147 ON READER SERVICE CARD.

FACT-FILE

Manufacturer: Konami

Machine: NES

Cartridge Size: 2 Meg

Number of Levels: 7+

Theme: Adventure/ Action

Difficulty: Average

Number of Players: 1

Available: June 1991



THE LONE RANGER RIDES AGAIN!

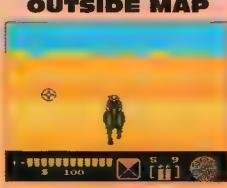
Hi ho Silver, and away! Saddle up for the cowboys and Indians adventure of a lifetime. Travel back to a time when the good guys wore white and the justice was served throughout the land. The Lone Ranger features adventure role playing themes, overhead and first person shooting scenes, and overhead and side-scrolling action scenes. Go from town to town to collect info and chase down the bad guys. In town be sure to purchase supplies, you wouldn't want to meet Butch Cavendish without any silver bullets. You and your trusty Indian companion Tonto must rescue the kidnapped president from Butch Cavendish and restore law and order in the land of the wild west.



STATION



GUNSHOP



Through out the wild west you'll find many towns and run into lots of thieves. Find out helpful info from the sheriff and heal your wounds at the town doctor. Upgrade your weapons and buy more ammo for the long trip to the next town. Try to obtain helpful information from anyone who will talk to you.



ROLAN'S CURSE

Once upon a time there had been a great and powerful emperor. He was loved by his people, but he had been betrayed by his own son. Now he has become a powerful force of evil, threatening the safety of all who live in the country.

Enter the land of Rolan, where you must travel through the many series of the castle to find the secret key that will destroy the curse and save the land from the Emperor's curse!



for
your

GAME BOY



Find a secret key in the castle
and play with a friend.



You can collect items in areas
and open doors to use!



Battle some of the strangest
beasts this side of fantasy-land!



American Sammy Corporation

2421 205th St., Suite D-104, Torrance, CA 90501

Phone: (213) 320-7167 • Game Tips: (213) 320-7362

CIRCLE #118 ON READER SERVICE CARD.



FACT-FILE

Manufacturer: Trifix
Machine: NES
Cartridge Size: 1 Meg
Number of Levels: NA
Theme: Maze Chase
Difficulty: Average
Number of Players: 1 or 2
Available: Now

SCALIN' THE REALM!

Castellan you are a castle builder, not a pig or a mole. Your task is to build a castle tower, and to do this you must climb ladders and trap your treacherous to the top, and you'll be rewarded with a colorful castle, where when you collect coins it'll grow.

It's not always an easy task, but you can do it by using strategy. Not only can you scale the walls of the towers, take care however, a trap door will appear to wipe out your ledge if you start to move too much.

Your main obstacles are objects that move independently, push and pull. These require you to time your movements and avoid certain areas. Another problem is getting to the top. Towers with no corners, like the one on your side, is hard to recover from a mistake.



COWER OF EYES

This castle is just a warm up compared to the following castles! Beware floors that crumble and the moving eyes. Some of the bowling balls can be shot or stalled.



REALM OF ROBOTS

This tower requires you to make more jumps than the previous one. There is little time for errors in judgement, so just go for it! Your main enemy is following the right path.



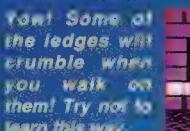
AWESOME ROTATION!

Here is a rarely seen rotation effect for the NES!

Marvel at the superb transition from front to back.



Replay screen:
After every level,
try to score big
in one tricky
one level. It's
not always easy.

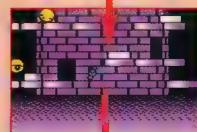


Tow! Some of
the ledges will
crumble when
you walk on
them! Try not to
walk this way.

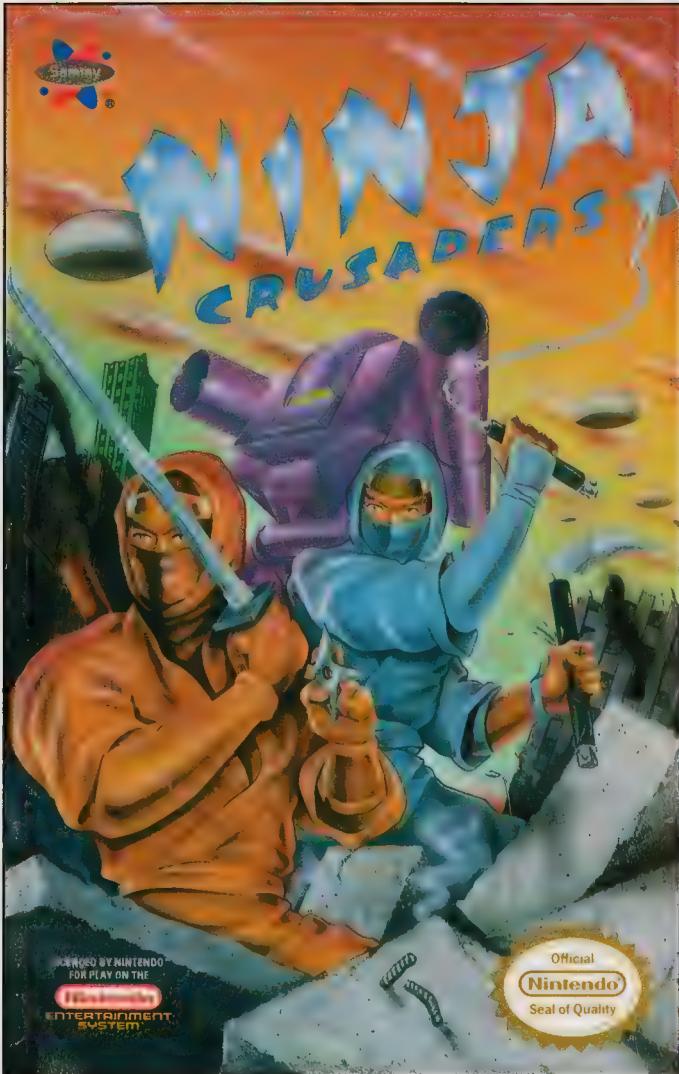
Watch out
so you can also
shoot! Hit the
bowling ball
which sits near
your feet.



These blocks
are in your way.
Shoot them to
destroy them.
Otherwise, you
are kaput.



Because two Ninja are better than one!



The Earth fell quickly to the destructive invaders. In Japan, Ninja came out of the shadows to battle this mysterious enemy, but were eventually driven out. Two special Ninja of the Kawari Clan, possessing ancient knowledge, have returned to avenge the people and destroy this alien threat.



You and a friend change into the heart of the Inimicus stronghold.



The last secret of the Ninja – change into one of four Ninja beasts!



Use a throwing star, sickle, bo, or katana on your unfortunate enemies!



American Sammy Corporation

2421 205th St., Suite D-104, Torrance, CA90501 • Phone: (213) 320-7167 , Game Tips: (213) 320-7362

Ninja Crusaders™ is a trademark of American Sammy Corporation. Nintendo and Nintendo Entertainment System® are registered trademarks of Nintendo of America, Inc.

CIRCLE #118 ON READER SERVICE CARD.

FACT-FILE

Manufacturer: Sega
Machine: Genesis
Cartridge Size: 4 Meg
Number of Levels: 8
Theme: Action
Difficulty: Avg.
Number of Players: 1
Available: May, '91

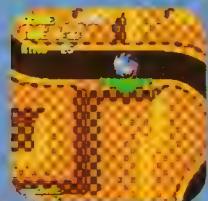


GET READY TO GO SUPERSONIC!!

You're a hedgehog with a mission, a super hero capable of performing incredible feats! Become the one and only Sonic the Hedgehog, Sega's latest character creation who's out to deliver some of the brightest, boldest most exciting action you'll ever see on the Genesis (or any game system for that matter)! Sonic also fills the void of quality action titles that the Genesis has been in need of.

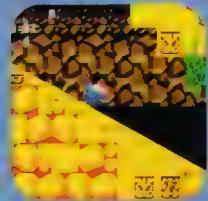
You must explore six levels of play, each with three huge stages filled to the brim with action, animation and total challenge. Destined to become one of the hottest games ever, Sonic the Hedgehog rips into the Genesis and pulls out everything you can think of, even rotation! More Super Sonic action to follow...





GREEN HILL ZONE

Sonic must blast his way past the forest-gardens of the Green Hill zone, where practicing attacking techniques is vital. Blow your way through the transport tubes Sonic!



LABYRINTH ZONE

The second region lives up to its name, sending Sonic into a wild world full of enemies that inhabit one of the most amazing mazes ever - can Sonic find his way out?



MARBLE ZONE

Sonic encounters new dangers in the Marble Zone. Filled with nasty creatures, lava flows and deadly spikes, the Marble Zone will test Sonic's skills unlike any level before!



STARLIGHT ZONE

Can Sonic make it past this tough area? Only with your help will the super-sonic hedgehog be able to overcome the large winding pathways and new challenges!



SPARKLING ZONE

Fantastic background graphics and new elements of play will make this Sonic's worst nightmare come alive! Sonic will need all of his speed to escape alive!



CLOCKWORK ZONE

All kinds of dangerous sights are to be seen in the game's last zone(?). Move Sonic into positions across moving platforms, through hordes of bugs and into more challenge!



FACT-FILE

Manufacturer: Ballistic
Machine: Genesis
Cartridge Size: 12 meg
Number of Levels: 15
Theme: Action-Strategy
Difficulty: Average
Number of Players: 2
Available: Summer '91

CONTROL THE STARS!

Accolade makes a huge splash in the Genesis waters with their new Ballistic label and the first 12 meg game ever on the Genesis. For more information about this fantastic breakthrough for Genesis gamers, turn to this issue's Behind The Screens story. But for now, take a look at some of Star Control's exciting features!

The time is the 27th Century. The galaxy is being threatened by seven alien races comprising the Ur-Quan Hierarchy. You, along with other freedom fighters, join the Alliance of Free Stars to defend the galaxy against the evil Ur-Quan armies. With seven starship commands at your control, each starship with its own abilities, advantages and disadvantages, the methods of battle are many. But the final outcomes are few.



LOTS OF SHIPS!

Each ship type is piloted by a different species. When attacking a ship, you'll be able to see the race of alien you are attempting to



destroy. That works when they attack you too.

Many different options exist in the game even before doing battle. For instance, you can choose whether you play against the computer or a friend, whether you would like to play a melee, full game or just practice, and the type of race you wish to battle. If you wish to play a full game, you can select any one of the 15 scenarios included in the game, making Star Control more versatile and long lasting than other shooter type Genesis games.



Awesome-looking ships!



12 MEGS????!

The bulk of the 12 megs seems to be dedicated mostly to sound and graphic information. Huge pictures of the 14 different ships you'll encounter in the game along with the many digitized sounds and numerous scenarios must take quite a bit of memory storage alone. Still, Accolade's goal was to make the game as similar to the computer version as possible, and considering that the computer version comes on 16 megs of disk storage, Genesis gamers are getting quite a huge game!



SEGA
GENESIS

16-BIT CARTRIDGE



A NEW DOOR OPENS THE WORLD OF REAL-TIME COMBAT.

Place: The Mediterranean Sea
Time: The Golden Age of the Roman Empire

Encamped in the harbor town of Chania on the island of Crete is the illustrious Julius Caesar. He has just now, off in the distance, seen a fleet approaches this peaceful city.

This warfare system offers real-time simulation with four scenarios: sieges, naval battles, sea-to-land battle, and fortress assault.

Finish one scenario, and you're positioned perfectly to start the next... and to meet some of the most daring and clever in the known world.

Test your wits against eight of the greatest military leaders of all time—can you duplicate the invincible strategy of Julius Caesar?

Soldiers: "Victory to Caesar!"

THIS GAME IS LICENSED BY SEGA ENTERPRISES LTD.
FOR PLAY ON THE SEGA GENESIS SYSTEM

Soldier: "Cæsar, you made it through unharmed."

WARRIOR™ OF ROME

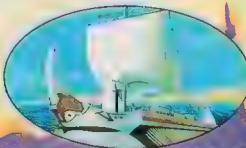


COMING SOON!

LICENSEE

Hi tec net co., ltd.

TEMURAKI BLD ST. W15, CHUO-KU,
SAITAMA, HOKKAIDO, 064 JAPAN TEL(011)561-1370



DISTRIBUTOR

Bignet U.S.A., INC.

388 MARKET STREET SUITE 500, SAN FRANCISCO, CALIF.
TEL(415)562-3333

AVAILABLE MAY 1991

CIRCLE 14 ON READER SERVICE CARD

FACT-FILE

Manufacturer: Electronic Arts
Machine: Genesis
Cartridge Size: 4 Meg
Number of Levels: NA
Theme: Action
Difficulty: Easy
Number of Players: 1
Available: Now



A FISH WITH AN ATTITUDE!

Someone has been making pond life miserable for the local sea life. Who do you call? James Pond, of course! Take matters into your own fins as you guide Pond on his crusade to rid the water world of the dreaded human populous.

Battle killer sharks, toxic waste, explosions, ghosts, and beach bums who would rather stomp loot rather than use it to buy a copy of EGM. What is this world coming to?

POWER UP!



The elusive 1up heart appears once in a while.



Grab the Wand for temporary invincibility.



This flying cup will knock out the enemies!



This sea-gull will take you for a painful ride!

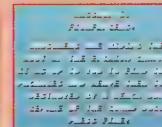
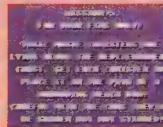
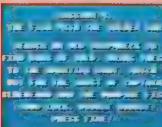
JAMES POND UNDERWATER AGENT



T
O
P



S
E
C
R
E
T



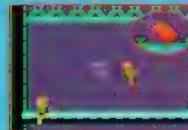
Humorous animations like this make James Pond a hilarious game for kids of all ages!

Here we go! Save the trapped fish by picking up the keys and unlocking their prison doors. Move quick!



The Fairy renders James Pond temporarily invincible to all forms of enemy attacks.

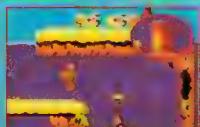
Guide the poor fish to the exit tube and escape to level 3!



Use the dynamite to blow up the oil platforms here.



Watch out for the pirate ghost floating here. Gather gold bars and place them in the boat above.



Knock out the beach bums with the toxic canisters lying on the ocean floor. Watch out for the turtles!



Place the thieves loot on the beach bum's land and he stomp it to oblivion! Aquatic guard dogs are here.

FISH BAIT!

Watch while Pond changes his expression as the number of your lives goes down. Don't get him mad!





Air Buster™ is so hot, you'll want this glove to play!

Inside every Air Buster package is an offer for a free Kaneko video glove. Great protection. controls of warship. is fast and

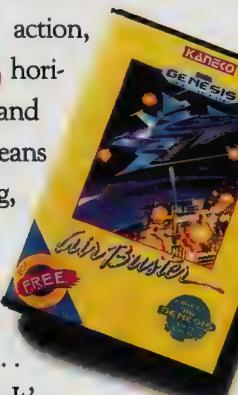
when you
your

take the
Air Buster

Because the action is furious. And the game is hot. Air Buster is a full-fledged, take-no-prisoners, hyper-drive war to the finish, with three-dimensional screens and incredible sound effects. Simultaneous two-player with horizontal and vertical scrolling, means you need cunning, instinct and flight skills to destroy the enemy... and survive. It's warp-speed excitement!



action,
hori-
and



KANEKO

More Than A Touch Of Innovation.

1370 Busch Parkway, Buffalo Grove, Illinois 60089

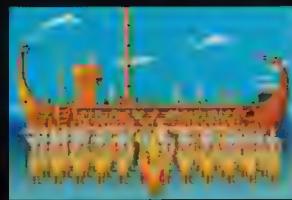
©Copyright 1991 Kaneko USA, LTD.

SEGA AND SEGA GENESIS ARE TRADEMARKS OF
SEGA ENTERPRISES LTD.

CIRCLE #103 ON READER SERVICE CARD.

FACT-FILE

Manufacturer: BigNet USA
Machine: Genesis
Cartridge Size: 8 Meg
Number of Levels: 4
Theme: War Simulation
Difficulty: Hard
Number of Players: 1
Available: May, 1991

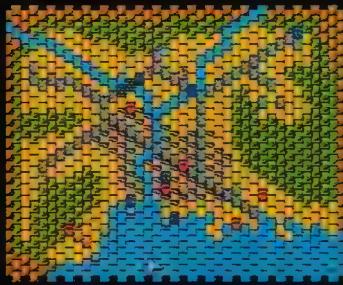


Hail Caesar!

Beware the Ides of March only if you live that long. Brutus won't get the chance if you can't survive the four rounds of battle in store for you here. You are on a routine inspection mission, when you are suddenly ambushed by vicious pirates attempting to loot the island of Crete. You quickly round up your men and head into battle. You must destroy the pirate ships before they destroy all of your forts. Sounds easy, but it takes practice.

The pirates tell you of the overthrow and capture of your beloved Cleopatra. You must set sail for Egypt to save the queen and her land for Rome. Your journey is fraught with disaster as you are bombarded on your ships by rebel ships and besieged by renegade troops as you set foot on land in Egypt.

You must fight to Cleopatra's castle and rescue your damsel in distress. It is up to you...Warrior of Rome!



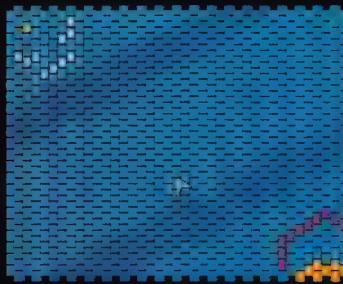
Save as many of your bases as possible while attacking enemy ships. The three at the top are easiest to defend.



You can watch one battle or three battles at once and still keep an eye on the rest of the action.



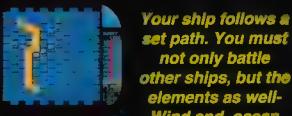
Set traps on the enemy ships. When all five are sunk, you win.



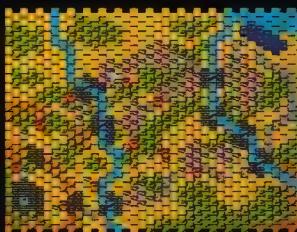
You must get to Egypt to save Queen Cleopatra. You are the only hope, sail across the Mediterranean amidst the evil hordes of pirates.



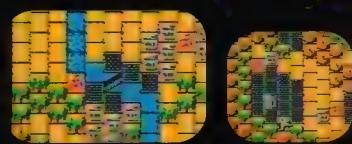
You can attack ship to ship or throw greek fire to send them to a watery grave.



Your ship follows a set path. You must not only battle other ships, but the elements as well. Wind and ocean current.



Cleopatra is a prisoner in her own castle and it is up to you to free her. Caesar's men must storm the castle, but beware, the enemy horde is lying in wait for you. Break down the barricades before all access is gone.



You must overthrow the castle before the bridges are destroyed.

SHOOT 'EM OR SCOOT 'EM!



FROM THE CREATORS OF CYBERCORE™



A mind altering experience in high-tech bio-morphic action



Power up your brain with over 120 perplexing puzzles



iGS™ INFORMATION
GLOBAL
SERVICES,
INC.

TRICKY KICK™ AND SINISTRON™ ARE TRADEMARKS OF iGS™, INC.
iGS™ IS A TRADEMARK OF INFORMATION GLOBAL SERVICES, INC.
CYBERCORE™ AND TURBOGRAFX™ ARE TRADEMARKS OF NEC TECHNOLOGIES, INC.
Information Global Services, Inc. 80 South Lake Ave., Suite 520, Pasadena, CA 91101 (818)440-0626

CIRCLE #127 ON READER SERVICE CARD.



FACT-FILE

Manufacturer: NEC
Machine: TurboGrafx-16
Cartridge Size: 4 Meg
Number of Levels: NA
Theme: Sports
Difficulty: Average
Number of Players: 1 to 5
Available: June 1991

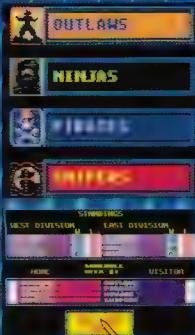
GO FOR THE SLAM DUNK!

The latest basketball game for the TurboGrafx-16 is a computer translation of the popular sports game from Cinemaware. TV Sports Basketball has a multitude of features not found on most other basketball games, including five-on-five play.

As in all TV Sports games, the action is broken up by reporting and statistics from around the league. An announcer is used along with appropriate text to help bring you up to date and rate your performance.

The graphics and sounds help add this sports title into a class all its own. TV Sports Basketball really works as a head-to-head title with two opponents facing off in a five player mode.

WEST



EAST



In between quarters the announcer reports the scores.

Play up to five players at one time.



...in between quarters the announcer reports the scores.



HALF-COURT



Pick your team from the East or West divisions and then check the schedule for the next game. Place your best players on the first string to get the advantage early in the game.

Rate Dragon Warrior II



1ST PRIZE

One winner will receive a statue of Gold Man.



3RD PRIZE

Four winners will receive the Gold and Silver Keys from Dragon Warrior II.



2ND PRIZE

Three winners will receive the Jailer's Key and the Watergate Key from Dragon Warrior II.

4TH PRIZE

Six winners will receive a cloth displaying the armor from Dragon Warrior I, II and III.



5TH PRIZE

Six winners will receive a cloth displaying weapons from Dragon Warrior I, II and III.



WEAPON*



**Complete the Game and Send Us a "Report Card."
Win Prizes and a Chance to be First to Play Dragon Warrior III.**

When you complete your quest in Dragon Warrior II, send us a photo of you next to the game's final screen, along with your written, detailed impressions of Dragon Warrior II. Beginning in February, 1991, and continuing each month through May, 1991, the 20 best write-ups for each month will win one of the prizes shown above clutched in the monster's claws. In May, the 24 players with the best "report cards" will win a pre-release copy of Dragon Warrior III and a chance to provide feedback about the new game. Each month's winners will be notified by mail. Entries must include your name, age, address, telephone number, and the name of the store from which you bought the game. Good Luck Brave Warriors!

Watch the Dragon Warrior Cartoon Show. See local TV listings for time and station.



ENIX AMERICA CORPORATION
4030 148TH AVE. NE, BLDG N
REDMOND, WA 98052-5516



Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America, Inc.



FACT-FILE

Manufacturer: TSS of Japan
Machine: P. C. Engine
Cartridge Size: 4 meg
Number of Levels: 6
Theme: Shooter
Difficulty: Average
Number of Players: 1
Available: Now (Japan)

RESCUE THE EARTH FROM A KILLER COMET!

A huge comet is racing through space, heading directly towards the lunar surface. Only this is no ordinary celestial object, it harbors an alien war machine bent on the total destruction of the planet Earth!

Working from their new bases on the "Dead Moon", the aliens have launched an all-out offensive against the people of Terra. It's up to you, a lone space pilot operating the most advanced fighter ever created, to put an end to the cosmic creature's expansionist ways and push their forces of evil back into the void of space!



AN ARSENAL OF EXTREMELY DESTRUCTIVE WEAPONS IS AT YOUR DISPOSAL!



YELLOW



BLUE



RED



GREEN



When at full power shoots 6 ways!



Fires a mega blast that fills the area!



Shots ring weapon in wave pattern!



HOMING MISSILES



SMART BOMB

Launch power wave directly ahead!



BLAST YOUR WAY THROUGH SIX EXCITING LEVELS!!!

STAGE 1: EARTH CITY



BOSS 1



STAGE 2: OUTER SPACE



BOSS 2



STAGE 3: DEAD MOON



BOSS 3



IMAGESOFT

Don't let an old flame come
between Dirk the Daring
and princess daphne!

Play the hot new remake of the epic arcade
classic Dragon's Lair on nes® and Game Boy®.
Take up your sword and save the belo-

daphne from the evil clutches of the fire-

breathing dragon.



DRAGON'S LAIR®

AVAILABLE APRIL 15 ONLY IN NEW YORK AND LOS ANGELES



AVAILABLE APRIL 13 ONLY IN NEW YORK AND LOS ANGELES

SEPARATE THE MEN FROM THE BOYS.

INTRODUCING SEGA GAME GEAR™

If you're still playing with Game Boy, it's time to grow up. Game Gear is here. The new color portable video game system with arcade quality Sega® games and graphics. Game Gear's advanced technology makes Game Boy look like child's play. The high resolution color screen provides razor sharp detail. Intense colors give a picture so lifelike it puts you right in the thick of the action. And the back-lit screen allows you to play in any kind of light, even total darkness. Other features include multi-channel stereo sound and state-



of-the-art options like a TV Tuner, Gear-to-Gear Cable™ for one-on-one competition and a Rechargeable Battery Pack for hours of play without batteries. So quit kidding yourself, it's time to get into gear.

GAME GEAR™
COLOR PORTABLE
SEGA GAME SYSTEM

*Available pending FCC approval.
SEGA and Game Gear are trademarks of SEGA of America, Inc.
Game Boy is a registered trademark of Nintendo of America, Inc.

CIRCLE #107 ON READER SERVICE CARD

FACT-FILE

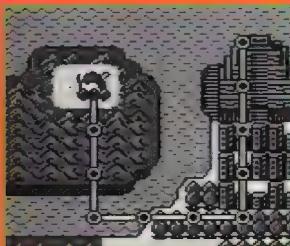
Manufacturer: Electrobrain
Machine: Gameboy
Cartridge Size: 1 Meg
Number of Levels: NA
Theme: Action
Difficulty: Moderate
Number of Players: 1 or 2
Available: Now



ARMED TANKY...

Your mission: guide a super-powered tank to an enemy base by creating stepping stones for the tank to travel upon. Enemy installments will attempt to stop you, but don't despair! You have the speed, talent, and brains to make through unscathed!!

The object is simple; just grab blocks and place them so that the tank may proceed. If the tank hits a wall, it sustains damage and turns around. The tank can also be damaged by falling blocks or enemy targets. Take care not to lose blocks because you can trap the tank in a crevice and not be able to get it out! Stay alert for fire too!



1PLAYER
2PLAYER
HISCORE 10000
©1991 TOEI ANIMATION
©1991 ELECTRO BRAIN
LICENSED BY NINTENDO

Good!



DIFFERENT STRATEGIES FOR EACH SITUATION!!



TARGETS!

After the first level, targets line the ground. These targets can blast your plane out of the sky, so keep moving! Some of the targets have power ups like double planes or extra power!

GRAB AND PLACE!

The key to winning this game is correct placement of the blocks. Grabbing them is the first challenge, placing them is the second. Dropping blocks on the tank causes damage.

DIFFERENT BLOCKS!

Again, after the first level, the blocks change in shape and size. This causes an extra dilemma as to where to put the blocks. Some blocks are placed to get in your way and nothing else.

END OF ROUND SHOWDOWN!

At the end of each level, gunners are placed in a wall trying to last you away! Don't worry about the tank, it's generally indestructible. Your plane, however, is not.

POWER UPS!

The targets hold power ups like the double plane or extra power. The double plane can be irritating because the extra plane picks up blocks when you don't want it to.

TALLY IT UP!

After defeating the guns at the end of the levels, you will see the fruits of your victory pile up on this tally screen. How high of a score can you get??

OFFICIAL
Advanced
Dungeons & Dragons
VIDEO GAME

HEROES OF THE LANCE

Licensed by Kultek
for play on the
Nintendo
ENTERTAINMENT
SYSTEM™



©1988, 1990 TSR, Inc. ©1988, 1990 Strategic Simulations, Inc. ©Pony Canyon, Inc. Presented by FCI. All rights reserved. ADVANCED DUNGEONS & DRAGONS, AD&D, DRAGONLANCE, and the TSR logo are trademarks owned by TSR, Inc., Lake Geneva, WI, USA and used under license from Strategic Simulations, Inc., Sunnyvale, CA, USA. Nintendo and Entertainment System are registered trademarks of Nintendo of America, Inc. FCI is a registered trademark of Fujisankei Communications International, Inc. 150 East 52 Street NY, NY 10022. Consumer Information (708) 968-0425

The Biggest News in the History of Krynn!

Heroes of the Lance Is Here! The first official ADVANCED DUNGEONS AND DRAGONS® game for Nintendo!

Big news for AD&D® gamers! Now you can play the first Official ADVANCED DUNGEONS & DRAGONS® action game made for the Nintendo Entertainment System!® *Heroes of the Lance* is a challenging action-adventure game based on the popular *Dragons of Despair DRAGONLANCE®* module. The player takes control of eight fighting fantasy characters, guiding the brave companions through exciting encounters with dragons and dwarves...magic and monsters, in their quest for the precious Disks of Mishakal. Decide the fate of the world of Krynn. Vanquish the ancient black dragon Khisanth or be doomed to failure! Look for the Official ADVANCED DUNGEONS & DRAGONS® trademark to be sure you're getting the only authorized AD&D® Nintendo products. Get *Heroes of the Lance*, the newest fast-action game from FCI.



- Action-packed animation graphics
- Eight characters each with special skills
- Fight giant spiders, Gully Dwarves, dragons and monstrous Draconians
- Defend yourself with magic and an arsenal of weapons

FCI
Not Just Kid Stuff

BAN
DAI

Frankenstein

The Monster Returns



We've Created a Monster!!!

Frankenstein is alive and he's headed for your living room. Push your Nintendo® system to the limit with awesome graphics and mind-melting action that you won't find in ordinary games. Saving the beautiful Emily from the clutches of the monster will put your gaming skills on the line as you punch, kick, hack, chop, smash, burn, and bomb your way through a goulisht army of horrific enemies, each determined to bring you to a sticky end. Battle your way through the creep infested village, the treacherous forest, the horrible graveyard, and the castle of doom, before even thinking of setting foot or sword in the evil dimension where your strength and spirit will be put to the final test. We created the monster... It's up to you to destroy him!



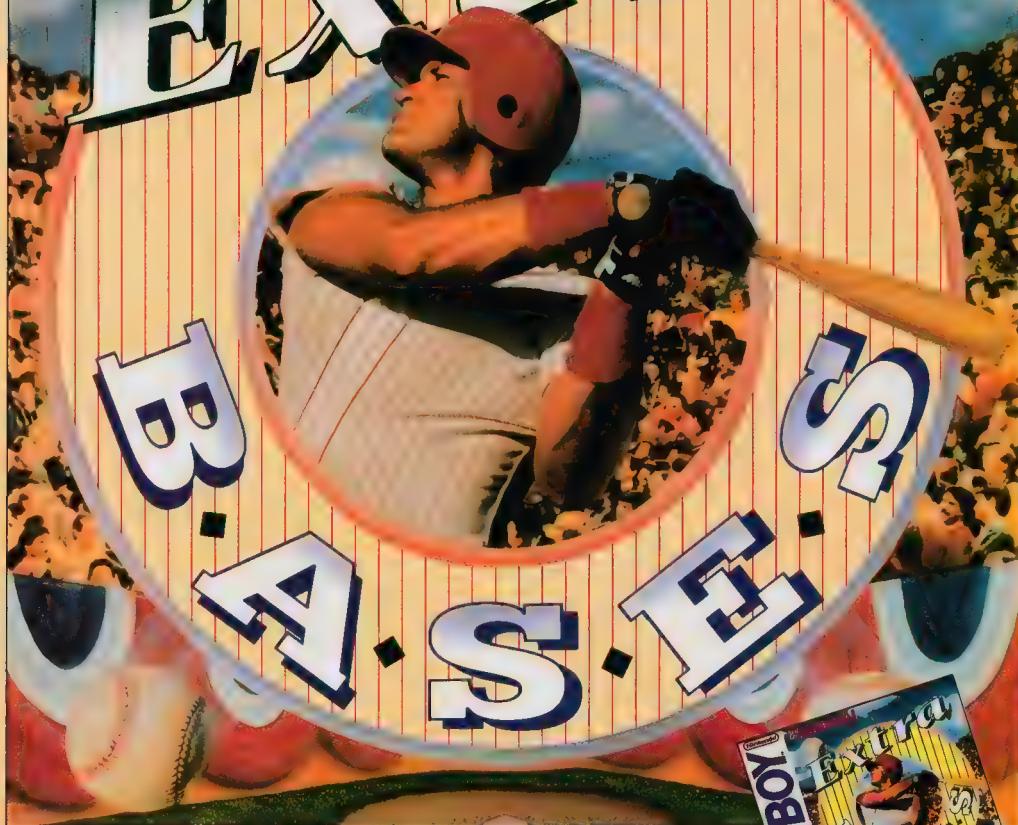
Licensed by Nintendo® for play on the

Nintendo
ENTERTAINMENT
SYSTEM®



BANDAI

extra



The Race for the Pennant!

"Well it looks like the home town boys are down to their last chance in this, the seventh game of an incredible series. The score is 4 to 2 in the bottom of the ninth with 2 outs and runners on 1st and 2nd. The count is full, so the runners will be moving. Here's the wind-up and the delivery...Oh, Wade got all of that one!!...it's a deep fly ball to center!...Cole races back to the warning track!...IT'S GONE!!! HOME RUN!!!!"

Now you can experience all the excitement of a neck and neck pennant race with EXTRA BASES™. You can pitch, bat, field, and run the bases just like in a pro baseball game. So step up to the plate and swing for the fences. With EXTRA BASES™, you're a sure winner.

Licensed by Nintendo® for play on the Nintendo GAME BOY™. Extra Base™ is a trademark of NAMCO LTD. ©1988-1990 NAMCO LTD. Bandai is a registered trademark of Bandai America, Inc.

Nintendo and Nintendo Game Boy are trademarks of Nintendo of America Inc.



Licensed by Nintendo® for play on the

Nintendo**ENTERTAINMENT SYSTEM™**

CIRCLE #119 ON READER SERVICE CARD.

ATTENTION

Turbo Grafx 16 & Genesis Players

NOW

you can play ALL the

JAPANESE GAMES

with your own
Turbo Grafx 16 & Genesis
with the

MAGIC CONVERTERS

MEGAGAMES CONNECTOR \$29.99

Allows Mega Drives Games to be played on Genesis.

PC-E CONNECTOR \$69.99

Allows PC Engine Games to be played on Turbo Grafx 16 units.

► with purchase of every converter you may get

**SuperStar Soldier \$54.99
or Shadow Dancer \$59.99**

Special Bonus

New Games

for
Mega Drive Super Famicom

PC Engine		
Hellfire (CD Rom)	Midnight Resistance	Dantes Twin
Y3 III (CD Rom)	Zero Wing	Ultromen
L/Ds (CD Rom)	Vortex	Big Run
Bonkier II	Raidian	Super R-Type
Populous	Gynoag	Super Ghouls & Ghost
Aldynus (SD)	Elemental Master	Dragon Warior V
1941 (SG)	Dante II	Final Fantasy IV
1943 Modified	Twin Cobra	Super Pro. Baseball
Motor Racer 2	Monster Hunter	Y's III
Overflooded Man II	Volls 3	Dirkkhan
Download 2	Advanced Super	New 3D Golf Simulation
F-1 Circus II	Strategy	SinCity
Coming up....	CD Rom for Sega Mega Drive	
	Call for availability	

Marketing International
416-321-6516

Fax: 416-293-1225

19 Milliken Blvd. Scarborough, Ontario Canada M5T 3A2
Ontario residents please add 7% GST & 8% PST

Call or write for our complete catalog on Japanese game system and game cartridges of Super Famicom, PC Engine, Supergrafx and Mega Drive.

ADVERTISER INDEX

Advertiser	Reader Service Card No.	Page No.
Acclaim Entertainment	150	7,68,69
American Sammy	118	77,79
Annnunziato Corp	178	28
Asmik	160	31,33
Atari Corporation	122	39
Bandai America	119	96,97
BigNet USA	175	83
Brighter Minds	180	98
Chips and Bits	134	35
CSG Imagesoft	120	91
Data East	116	67
Die Hard Game Club	131	106
Electro Brain	156	25
Electronic Arts	111	IFC-3
Enix	172	89
FCl	121	95
Game Dude	181	70
Game Express	171	50
Game Train	133	107
Gametronix	179	105
HAL America	110	17,19
Home Entertainment Dir	173	109
HO/RC Hobbies	163	109
Hudson Soft	109	11,13
IGS	127	87
Jaleco	147	75
Japan Video	135	32
Kaneko	103	85
Kartridge King	182	109
Kitts Co.	183	50
Koei	166	21
Namco America	140	111, BC
Natsume	126	23
NEC	101	8,9
Play-It-Again	129	101
Power Up Video	169	12
Renovation	113	49
Sage's Creation	112	15
Sega of America	107	40-47, 92-93
Sofel	102	5
Sunsoft	164	IBC
Taxan	142	37
Tecmo	123	29
Tesco	170	36
Tradewest	185	71
Trifix	184	102
Ultimate Game Club	130	103
Verdict Telereviews	168	104
Vic Tokai	177	27, 112-113
Zachary Game Club	176	109



SUBSCRIBE TO THE LAST WORD IN VIDEO GAMES!

ELECTRONIC GAMING =MONTHLY



AND SAVE ALMOST 50% OFF THE COVER PRICE

Confront the enemy with all the firepower you need and be the first to know about the latest developments from within the video game world! Use this handy order form to get previews of new systems and games, playing secrets, contests and reviews that tell it like it is delivered to your door every month for only \$23.95!

Name _____

Address _____

City _____ State _____ Zip _____

Please wait 4-6 weeks for your first issue to arrive.

Offer Expires July 31, 1991

SURVEY AND CONTEST ENTRY FORM (PLEASE CIRCLE ALL THAT APPLY)

1. Your Age Is: A. 10 and Under B. 11 to 17 C. 18 to 25 D. 26 and Older
2. You Are: A. Male B. Female
3. Which Game Systems Do You Own:
A. Nintendo B. TurboGrafx
C. Sega Genesis D. Gameboy
E. Lynx F. SMS
4. How Many Games Do You Own:
A. 5 and Under B. 6 to 10
C. 11 to 15 D. 16 or More
5. What Type of Games Do You Enjoy Most:
A. Action B. Adventure
C. Role-Playing D. Strategy
E. Shooter F. Sports
6. Do You Rent Video Games: A. Yes B. No
7. Will You Buy A Good Game After Renting It:
A. Yes B. No
8. What Influences Your Buying Decisions Most:
A. Magazines B. Television
C. Radio D. Friend

FREE INFORMATION!

101	121	141	161	181
102	122	142	162	182
103	123	143	163	183
104	124	144	164	184
105	125	145	165	185
106	126	146	166	186
107	127	147	167	187
108	128	148	168	188
109	129	149	169	189
110	130	150	170	190
111	131	151	171	191
112	132	152	172	192
113	133	153	173	193
114	134	154	174	194
115	135	155	175	195
116	136	156	176	196
117	137	157	177	197
118	138	158	178	198
119	139	159	179	199
120	140	160	180	200

NAME _____

ADDRESS _____

CITY _____

STATE _____

ZIP _____

EGM

May

**Please place in an envelope, with
\$23.95 payment and mail to:**

**ELECTRONIC GAMING MONTHLY
1920 HIGHLAND AVE., SUITE 222
LOMBARD, IL 60148**



**PLACE
STAMP
HERE**

**ELECTRONIC GAMING MONTHLY
P.O. BOX 8965
BOULDER, CO 80328-8965**

NUMBER 2 !!

ELECTRONIC GAMING MONTHLY

\$10,000

GREAT GAME GIVE-AWAY

ENTER
TO WIN ONE OF
THESE GREAT GAME SYSTEMS!



NEW!!

Get set for the most spectacular video game contest ever! EGM is giving away more than \$10,000 worth of video games and equipment throughout 1991! We're giving away a slew of hard-hitting hardware and game softs to **FIVE** lucky readers in not one, not two, but **THREE** special drawings! Great prizes like a Super Famicom, Sega Genesis System, a NEC TurboGrafx-16, an Atari Lynx and special sets of 10 hot titles for the Nintendo Entertainment System!

And the excitement doesn't stop there! EGM is giving away a super GRAND PRIZE, a full-sized arcade video game, to one of these 15 champions!

Entering the EGM \$10,000 Great Game Give-Away is the easiest part of all! Simply detach the Reader Service Card from this issue, circling the appropriate reader service number for FREE GAME INFORMATION, and send it in for automatic contest entry!

Entering the EGM \$10,000 Great Game Give-Away is the easiest part of all! Simply detach the Reader Service Card from this issue, circling the appropriate reader service number for FREE GAME INFORMATION, and send it in for automatic contest entry!



Rules: All entries must be postmarked by June 30, 1991 to be eligible for this second drawing. All entries received after June 30, 1991 will automatically be registered for the third drawing. All previously accepted entries are eliminated after each drawing is completed. The decision of the judges in the selection of the winners is final. Neither EGM nor the judges will be liable for lost or misdirected mail. No purchase is necessary to enter. Multiple entries are allowed, but only if sent under separate postage to: EGM Great Game Give-Away, 1920 Highland Avenue, Suite 222, Lombard, IL 60148. The specific titles of the Nintendo game paks contained in the Nintendo game packages is up to the judges. Employees and families of Sendai Publications, Inc. are not eligible to enter. Deadline for second drawing is June 30, 1991. Deadline for third drawing is September 30, 1991. Grand Prize Winner is selected at random from the previous 15 winners on October 15, 1991. The title of the arcade game awarded is up to the judges. Void where prohibited. * \$10,000 value based on MSRP of all products awarded.

FACT-FILE

Manufacturer: Konami

Machine: Game boy

Cartridge Size:

Number of Levels: 4

Theme: Car Racing

Difficulty: Average

Number of Players: 1 or 2

Available: May 1991

Gentlemen, Start Your Engines!

Konami brings the Nascar circuit to Game Boy with Bill Elliott's Nascar Challenge. Circle around one of four race tracks as you battle Bill and fourteen other race drivers to get the checkered flag. Some exciting options include a choice of three different cars, two types of transmissions and many others. This first person simulation has the look and feel of real racing as you peer out from behind the steering wheel in search of the finish line. High bank turns and long straightaways dot the motor speedways, just as they do in actual car races. If you like racing action, this game is for you.

The title screen for "Bill Elliott's Nascar Challenge" features a black and white photograph of Bill Elliott in his racing suit. Below the photo is a stylized drawing of a race car with the number 9. The title "NASCAR" is written in a bold, blocky font, and "FAST TRACKS™" is below it. At the bottom, there is copyright information: "COPYRIGHT 1991 KONAMI INC.", "COPYRIGHT 1991 DISTINCTIVE SOFTWARE", and "LICENSED BY NINTENDO OF AMERICA INC."



During the race,
you can pull into
the pits to get
repairs done on
your car.

The "NASCAR CAR SELECT" screen shows three different race cars. The top car is an Oldsmobile Cutlass with the number 425. The middle car is a Ford Thunderbird with the number 311. The bottom car is a Chevrolet Lumina with the number 100. Each car has a small portrait of a driver next to it. The title "NASCAR" is at the top, and "CAR SELECT" is below it.

Choose the type of car you prefer
from the three choices above.

After you choose your car,
equip it any way you want.
Among the selections are trans,
tires, gear ratio and body angle.

The "NASCAR TUNING" screen displays various tuning options. It includes a portrait of a driver, a car icon, and three sets of icons representing different tuning categories: "AUTO" (gear, tire, body), "38°" (gear, tire, body), "3.23" (gear, tire, body), "RACE" (gear, tire, body), and "2.75°" (gear, tire, body).

The "NASCAR SELECT TRACK CHAMPIONSHIP SEASON" screen shows a track map of Daytona International Speedway. The title "NASCAR" is at the top, followed by "SELECT TRACK" and "CHAMPIONSHIP SEASON". At the bottom, it says "MILES: 616" and "LAPS: 994".

During your championship season, you race on four different race tracks. Each has features that make it challenging

The "DAYTONA INTERNATIONAL SPEEDWAY" screen shows a detailed map of the Daytona International Speedway track. Below the map, text reads: "DAYTONA BEACH, FLA. 2.56 MILE TRI-OVAL. 31° BANKING ON TURNS. BILL'S BEST QUALIFYING: 210.364 MPH 42.283 SEC."



This track has high banking turns, but it drives fairly fast. Put the pedal to the metal.



Hair pin turns are the norm at Sears Point. Better to slow down than crash and burn.

The "NASCAR SELECT TRACK SEARS POINT" screen shows a map of the Sears Point race track. The title "NASCAR" is at the top, followed by "SELECT TRACK" and "SEARS POINT". At the bottom, it says "MILES: 616" and "LAPS: 994".

The "NASCAR SELECT TRACK ATLANTA" screen shows a map of the Atlanta race track. The title "NASCAR" is at the top, followed by "SELECT TRACK" and "ATLANTA". At the bottom, it says "MILES: 616" and "LAPS: 997".



Another fast track, Atlanta looks like Indy. Just like Daytona, run it fast.

Though not as bad as Sears Point, this track has long straights and one sharp turn.

The "NASCAR SELECT TRACK WATKINS GLEN" screen shows a map of the Watkins Glen race track. The title "NASCAR" is at the top, followed by "SELECT TRACK" and "WATKINS GLEN". At the bottom, it says "MILES: 616" and "LAPS: 994".

Trifix

ARE YOU GAME ENOUGH TO TAKE ON THE TOWERS?

Fight colossal towers that almost crack the sky! You and Julius - the Human Hybrid - are charged with the task of collapsing the alien towers. As Julius climbs and leaps, he is confronted by potent and very deadly adversaries. Their mere touch will cost you your life. Yet, somehow, you must reach the tower's top in order to detonate your powerful D-Bomb.

Your courage, skill and determination will guide you to the summit of Castelian.

CASTELIAN®



LICENSED BY
Nintendo

Nintendo®, Game Boy™, Nintendo Entertainment System® and the official seals are trademarks of Nintendo of America Inc. © 1989 Nintendo of America Inc. The names Castelian® and Julius® are proprietary to Trifix Entertainment Inc. and Relogame Ltd. TRIFIX ENTERTAINMENT INC., 5756 Royalmount Ave., Montreal, Quebec, Canada, H4P 1K5

Anyone can place an ad in a magazine and call themselves a mail order company...But only one company can call themselves The Ultimate Game Club. And to prove it- this month we are saving you over \$1000 with the specials below:

- 1) Sega Genesis only \$29.99!**
Buy any 5 Sega Drive games at \$79.99, the Genesis converter \$29.99
and the Sega Genesis System for \$89.99. Save \$100!!*
- 2) Super Famicom only \$19.99!**
Buy any 5 Super Famicom games and get the Super Famicom for \$29.99.
Buy any 10 Super Famicom games and get the system for \$199.99. AC Adapter & AV Cables sold separately. Save \$300!!*
- 3) Neo Geo Gold only \$449.99!**
Buy any 6 Neo Geo games and get the Neo Geo Gold for \$449.99.
Save \$200!!*
- 4) Turbo Giga System only \$79.99!**
Buy any 5 PC Engine Games at \$79.99 and the Converter for \$79.99 or
a used Turbo Giga Games. Save \$30.00*
- 5) Turbo Giga CD ROM only \$299.99!**
Buy any 5 Japanese American CD Games and get the CD ROM for only
\$299.99. Save \$100!!*
- 6) Super Giga CD ROM only \$299.99!**
Buy any 5 Super Giga games or PC Engine games and get the Super
Giga CD ROM for \$299.99. Save \$100!!*

7) Atari Lynx only \$39.99!
Buy any 5 Lynx Games & get the Lynx for \$69.99! Save \$10!

8) Japanese Gameboy Games only \$19.99!
Baseball Kids Bloida Boxing
Flappy Special Joust In Time Kung Fu Heroes
Lode Runner Lupin III Omega Race
Pinball Party Snake Bille Scooby
Super Chinese Land Trump Boy Warrior Fighter

9) Buy any 4 Sega Drive, Super Game or PC Engine games and get one FREE! This cannot be combined with any other special.*

10) Buy any 5 Genesis, Turbo Grafx, Nintendo, Gameboy, Lynx or Sega games and get 1 used game FREE! This cannot be combined with any other special.*

11) Buy a Genesis System and get 1 3rd party game FREE From Sega!

* Games must be from our available stock.
* We reserve the right to limit quantities purchased.
* Some games must be chosen from a select few.
* No Raincheck. Ad expires 6/30/91. I will come 1st serve.
* All systems & games are guaranteed for 90 days.
* We do not accept returns. You will be issued price of all games you have

Call 1-900-TIP-LINE For Tips, Release Dates
Strategies, New Products, FREE Member-
ship, Trade In Values For Your Games & The
Most Up To Date Info On Every Game!

The Ultimate Game Club

To order call: 800-TOY-CITY

Genesis		Monster Lair
All \$4.00 Unless Listed		Moonscraper TBA May
66xx Attack Sub \$0.99		Pic McPean TBA May
Attack Battle Tank \$0.99		Psycho Defender \$2.99
Attack Gun \$0.99		Outslaught TBA Apr
Air Blister Mer		Psycho Gator TBA Apr
Alex' Ideas \$0.99		Pec-Monita TBA Sep
Andromedas Mission		Paperboy TBA Jul
Antar Odyssey \$0.99		Parasite TBA Sep
Antennae \$0.99		PGA Tour Golf \$0.99
Arrow Flash		Phantasm Star II \$0.99
Atomic Robot Kid		Phantom Star \$0.99
Battle Action		Phelice TBA Sep
Battle Mission		Pig Fighter TBA Sep
Battle Tank		Popcorn TBA Sep
Battletron		Powerdron TBA
Bennie Denny May		Rakken Aug
Berlin Wall \$4.99		Raven \$1.99
Binimi Run Feb		Rastan Saga I \$4.00
Blade \$0.99		Rastan Saga II \$4.00
Bombing Apr		Rasta's Big 3 May
Bowling		Rat Rod Busters TBA Sep
Budokan		Raven's Return TBA Sep
Bug War \$0.99		Road Rash TBA Jun
Buzzard Force 29.99		Roxanne TBA Jun
Buster Douglas Boxin		Saga II \$4.99
Cabool TBA		Shadow Blaster
California \$0.99		Shining in Darkness TBA Sep
Colorado TBA		Shiva II \$3.99
Columns \$2.99		Sonic Hedgehog \$4.99
Comet Hunter		Sonic Spinball \$4.99
Crime Traveller TBA		Space Hamster II \$3.99
Cross Fire May		Space Invaders \$1.99
Cystal Quest \$0.99		Spectre TBA Jun
Diamonds \$4.99		Star Control TBA Apr
Cyberball		Star Blade TBA
Dawn Agra		Star Drifter
Death Castle Jun		Strider \$0.99
Death By Steel TBA		Super Thunder Blaster \$4.99
Death Trap \$4.99		Super Hang-On \$0.99
Dinoland Mar		Super Volleyball \$0.99
DiJ Boy \$29.99		Super Zoolander \$0.99
Dinner Date		Swing Thing! Jul
E-Swai		Sword of Sodan \$4.99
F-104 \$0.99		Tarantula TBA Jun
Final Zone		Target Earth \$2.99
Final Assault TBA		Tarzan Giga TBA Jun
Final Fantasy \$0.99		Tech Force \$0.99
Forgotten World		Techtopia Corp \$4.99
Ghosts TBA Aug		Thunder Force III \$5.99
Gold \$0.99		Thunder Force IV \$5.99
Gain Ground		Thunder Force V \$5.99
Ghostbusters		Tommy L. Baseball \$0.99
Ghouls'n' Ghosts		Trampolene Terror \$2.99
Goombas \$0.99		Turnip TBA Jun
Granade		Twin Hawk \$0.99
Hand Ball Mer		Wanderer
Hattrix \$0.99		Warrior of Worms \$0.99
Heil Fire		Wing of War \$2.99
Heisenberg TBA		Wrestle War
Herzog 22 \$4.99		Zany Goff \$24.99
Insector X		Zap \$0.99
Jane's Pong \$4.99		Zenith Games System \$7.99
Jesse V. Wrestling \$4.99		Zodiac Powerdrome \$0.99
John Macmillan Football		Zombie Conquest
Junction!	\$4.99	Power Base Conv. 29.99
Kat�ek!		Zug Comp Prord \$0.99
Kaz		Zyklone
Kazoo's Party \$4.99		
Lakes or Caves		
Last Battle \$4.99		
Maestro TBA		
Madness TBA		
Mickey Mouse		
Midnight Resistance		
Might & Magic II TBA		
Monroe Fright Palace		

Mega Drive	
Mega Drive System	189.99
All Are 79.99 Unless Listed	
Mega Drive Adapters for	
Sega Model 2000	
Batman (Call)	
Battle Gear	
Battlezone: Alabama	
Blue Almanac	
Crush of Demos	
Dangerous Seed	
Darius 2	59.99
Darius 2001	
DJ Boy (Unlicensed)	
Elemental Master	
Fester's City	
Hidden City	
Heavy Unit	
Magical Boy	
Metal Panic	
Midnight Resistance	
Monster Hunter	
MotorStorm	
Mythic Latona	
Nadia in Wonderland	
New Zealand Story	
OutRun	
Rainbow Island Extra	
Rastan Sage II	
Rhythm Heaven	
Sonic the Hedgehog	
Space Invader '90	
Star Fox	
Star Wars	
Tetris	
Tougue of Falman	
Twin Hawks	
Virtua Fighter	
Vertex	
Volte!	
Worms Forest	
Wrestle Ball	
X.D.R.	
X-2 JoyStick	59.99
XE-1 Batwing	129.99
Sega CD	
Call for over 100 games	
new and used from \$9.99-\$29.99	
Game Gear	
Call for Games	159.99
Call for over 20 Games from	
\$9.99-\$29.99	
Turbo Grafx	
Turbo Grafx System	149.99
TurboGrafx Express	34.99
Turbo Tag	10.99
CD ROM System	370.99
Remote Joystick	39.99
TurboGrafx 16	149.99
Happ Pro Joystick	24.99
Beastie Super Stick	44.99
Beastie Super Stick 2	44.99
Card Candy 3	9.99
Card Soft Pads	5.99
Turbo Tag	18.99
Turbo Turbo	18.99
Turbo Stick	44.99
Turbo Cube 0.90	14.99
Turbo Power	14.99
Turbo Booster Plus	54.99
Aero Astro	54.99
Aero Astro 2	54.99
Battle Royale	54.99
Blazing Lazers	59.99
Blazing Lazers 2	59.99
Bomber Man	44.99
Bomber Man 4	44.99
Bonk's Adventure	49.99
Bonk's 2	48.99
Bonk's 3	48.99
Boxy Boy	38.99

199.99 ight TBA	Sup System
200.99 d TBA	Astro Battle
199.99 onstars TBA	Darius
199.99 Loco TBA	Gran
199.99 ber TBA	Ouf
199.99 TBA	Sind
200.99 ine	Super game
0.99 or 0.99 w/ 5 games!	Nint Nint
ames listed	Lynx
New Zealand Story	AC A
Operation Wolf	Adventure
Out Run	Baseball
Over Ride	League
Overhead Man 2	Pro Baseball World
P 47	Psycho Chase
Populus	Rabbit Lepus Spe
Power	Rastan Game
Primal Force	Rock On
SDI	Shinobi
Silent Debuggers	Sonic
Tannie	Son of Dracula
Soccer	Space Invaders
Super	Star Wars
Super Monaco	Super Dodge Ball
Thunders	Tales Monspeal
Two	Toyshop Boys
Tricky	Ultimate Tiger
Violent Soldier	Violent Soldier
Vokiet	Voltei
War Special	Warcursors Legend
Wrestling	Winning Streak
Xevious	Xevious
(Ames CD Games	
10 Units Listed	
Bay Boy	
Car Racer	
Sandiego	
Car Racing	
Lod II	
Code	
Holiday Club	
end of Deloboko	
1/2	
Ames Stadium	
Ames Special	
Darius	
Pro Baseball	
Ames Forest	
These CDs play in English but are	
In Japan. All games are guaranteed to work on your Turbo Gratz	
system!	

Mondays **Fight Palace** **Box Boy** **\$6.99** **Blues Boy** **CD player!**
Prices & policies subject to change without notice. Not responsible for typew. 1491 Boston Post Rd., Old Saybrook, CT, 06478. Some of the items in this ad may not be in stock at time of printing. Preorders require a 25% deposit. Back orders can be placed if balance is paid in full. No credit will be issued before a future purchase. This ad supersedes all previous ads and catalogs. For other information call 800-243-1234. We accept mail orders only. You must include your zip code and a phone number with your order. We will not price quote with an expiration date. We will not accept games without this quote. Do NOT mail orders without calling first! Add 6.00/0.00! Call for prices & policies before ordering.

Have You Heard....? ...The Verdict Is In!

Some excerpts from the more than 200 reviews now available from VTR:

The Good: "Let me start with the graphics, which in terms of sheer 'stun' value, are the best ever on a Genesis game (sorry, Strider). The whole game is filled with incredible enemies, furious explosions, and 'now I know how Jim Morrison felt' backgrounds."

The Bad: "In sum, this game is little more than a cute and pleasant little diversion, sort of like a video game Tiffany. But when you pay fifty dollars for a game, you deserve Madonna, or at least Debbie Gibson."

The Ugly: "The sound will give the graphics a run for worst feature of the game. The music is dull, repetitive, and genuinely irritating enough to make you turn the sound off. The sound effects are reminiscent of another age, like the middle ages, perhaps. Avoid this game at all costs."

But reviews are only part of the VTR package! You can also get:

Eyewitness News

- Covers all aspects of the gaming world
- Updated bi-weekly with the most current information
- Separate reports for each of the major systems

Recommended Game Lists

- A list of the best games currently available
- Categorized by game system and age group
- Selected by the VTR staff and you, the callers

Sound Off

- Your chance to talk back to the video game bigwigs
- Leave your suggestions for Recommended Game Lists
- Tell us how we can make our service better

1-900-226-3431 (1-900-CANDID 1)

1.25 for the first minute, .95 for each additional. If under 18, get permission

Genesis	Code	NEC	Code	NINTENDO	Code
Super Volleyball	790206	TV Sports F-ball	000965	Maniac Mansion	900123
Arrow Flash	100401	Chew Man Fu	000835	Peter Pan	010000
DJ Boy	000010	Military Madness	000477	Dirty Harry	104803
Whip Rush	100104	Timeball	000828	WWF Challenge	051819
Budokhan	070187	Devil's Crush	000866	Jackie Chan	000119
Hell Fire	824420	Power Golf	000415	Silver Surfer	800038
Truxton	010121	R-Type	000439	Ski or Die	120124
Burning Force	020023	Psychosis	000880	Wall Street Kid	902012

This list was written in March. Our upcoming reviews for the NES: Rocketeer, Frankenstein, Legends of the Diamond, Ultimate Journey, Kabuki Quantum Fighter, Magician, Casino Kid, Ninja Crusaders, Adventure Island 2, Princess Tomato; for the Genesis: Fatal Labyrinth, Flicky, Gaiates, Bimini Run; for the TG16: Super Star Soldier and Sherlock Holmes. Choose "New Additions" to get their game codes! If you'd like a free VTR user guide with over 200 review codes, just leave your name and address on the Sound Off!

Verdict TeleReviews
For Players. By Players.

GAMETRONIX

Leading the Gaming Industry into the 21st Century

TO ORDER CALL 1-713-341-6868

MEGA DRIVE

Crush of Demon	\$79.99
Dangerous Seed	\$79.99
Darius II (8 Meg)	\$79.99
Darwin 4081	\$74.99
Devil's Yoko	\$74.99
Elemental Masters	\$74.99
Fantasy Soldier III (RPG)	\$79.99
Forbidden City	\$79.99
Guyver	\$74.99
Heavy Unk	\$74.99
Junction	\$79.99
Kyukyoku: Tiger	\$79.99
Maze War	\$79.99
Mega Panel (like Tetris)	\$79.99
Midnight Resistance (8 Meg)	\$79.99
Moleman	\$79.99
Moss in the Wonderfall	\$79.99
Mystic Warriors	\$79.99
Power Drift	\$79.99
Ringwield Angel (Wrestling)	\$79.99
Shining Darkness (8 Meg)	\$79.99
Space Invaders '91	\$74.99
Star Control	\$79.99
Super Air Wolf	\$79.99
Super Fantasy Zone	\$79.99
Twin Cobra	\$79.99
Turbo Gakurein	\$79.99
Lilac Man	\$79.99
Vertix	\$79.99
Volfevel (QDX)	\$79.99
Winter Forest	\$79.99
Wonder Boy III	\$79.99
XDR	\$79.99
Zero Wing	\$79.99
Plus many, many more...	

Genesis Converters

PC ENGINE	\$29.99
Alice in Dream World	\$79.99
Batman	\$79.99
Bonk II	\$79.99
Bowserman	\$79.99
Cadetech	\$79.99
O4 Champion	\$74.99
Cyber Knight	\$74.99
Darkling	\$74.99
Digital Champ (Boxing)	\$74.99
Download	\$74.99
Heavy Unk	\$74.99
Moto-Roader II	\$79.99
New 1443	\$79.99
Outrun	\$74.99
Overhauled Man 2	\$76.99
Poison Snake III	\$79.99
Saint Dragon	\$74.99
Warriyure Legend	\$78.99

Turbo Grafx Converters

PC ENGINE CD's	\$79.99
Adventure Boy II	\$79.99
Avengers	\$79.99
California Sandiego	\$79.99
Cyber City 808	\$79.99
Download 2	\$79.99
Eguzalru	\$79.99
Hercules	\$79.99
Last Armagedon	\$79.99
L-DIS	\$79.99
Legion	\$79.99
Land of Monster	\$79.99
Murder Club	\$79.99
Road Spirits	\$79.99
Stealth Gear Special	\$79.99
Stay With You	\$79.99
Super Dartus	\$79.99
Ultra Box	\$79.99
Valkyrie III	\$79.99
Y's III	\$79.99

SUPER FAMICOM

Crush of Demon	\$79.99	Act-Raiser	\$129.99	Adv. In Magic Kingdom	\$42.99	Abrams Battle Tank	\$54.99*
Dangerous Seed	\$79.99	Bomberman	\$99.99	Adventure Island II	\$44.99	Aftershaker II	\$41.99
Darius II (8 Meg)	\$79.99	Populous	\$99.99	Arch Rivals	\$39.99	Air Buster	\$43.99
Darwin 4081	\$74.99	Final Fight	\$139.99	Black Bass	\$40.99	Allen Storm	\$47.99*
Devil's Yoko	\$74.99	Final Fantasy	\$139.99	Blade & Rose III	\$42.99	Aladdin (8 Meg)	\$44.99*
Elemental Masters	\$74.99	Ghouls n' Ghosts III	\$139.99	Chip n Dale	\$42.99	Arrow Man	\$43.99
Fantasy Soldier III (RPG)	\$79.99	Gradius III	\$139.99	Double Dragon III	\$40.99	Atomic Robo Kid	\$41.99
Forbidden City	\$79.99	Legend of Zelda III	\$139.99	Dr. Mario	\$36.99	Battle Squadron	\$46.99
Guyver	\$79.99	Metroid II	\$139.99	Dragon Master	\$41.99	Battletech: Benny	\$44.99
Heavy Unk	\$74.99	Pop'n Music	\$99.99	Flight of the Intruder	\$40.99	Beamline Run	\$49.99
Junction	\$79.99	Populus	\$99.99	Flying Warriors	\$36.99	Blue Almanac	\$41.99
Kyukyoku: Tiger	\$79.99	SD the Great Battle	\$99.99	Fun House	\$36.99	Buster Douglas	\$42.99
Maze War	\$79.99	Star Wars	\$99.99	Gamma Force	\$36.99	Crackdown	\$49.99
Mega Panel (like Tetris)	\$79.99	Super K-Type	\$129.99	Hunt for Red October	\$42.99	Crystal Quest	\$49.99
Midnight Resistance (8 Meg)	\$79.99	Ultra Man	\$99.99	Ikaru Warriors III	\$43.99	Cyberball	\$41.99
Moleman	\$79.99	Immortal		Imperial Invasion	\$44.99	Dark Castle	\$46.00
Music in the Wonderfall	\$79.99	Super Famicom System	CALL	Invisible Impossiblile	\$40.99	Death by Steel (SEPT)	\$42.99
Ninja Warriors	\$79.99			Ninja Brothers	\$41.99	Dick Tracy	\$44.99
Power Drift	\$79.99			Ninja Gaiden II	\$45.99	Dinoland	\$41.99
Ringwield Angel (Wrestling)	\$79.99			Q*bert	\$40.99	Dynamite Duke	\$41.99
Shining Darkness (8 Meg)	\$79.99			Saints Row	\$38.99	Earthbound Master	\$44.99*
Space Invaders '91	\$74.99			TMNT	\$24.99	ES.W.A.T.	\$39.99
Star Control	\$79.99			Touchdown Fever	\$39.99	Fatal Labyrinth	\$38.99
Super Air Wolf	\$79.99			Untouchables	\$44.99	Final Zone	\$41.99
Super Fantasy Zone	\$79.99					Fish Shark	\$44.99
Twin Cobra	\$79.99					Galaxy Meg	\$44.99
Twinsen's Adventure	\$79.99					Gahn Ground	\$45.99
Ultra Man	\$79.99					Ghost Busters	\$42.00
Vertix	\$79.99					Gold Bull	\$42.99
Volfevel (QDX)	\$79.99					Batman	\$25.99
Winter Forest	\$79.99					Bugs Bunny	\$23.99
Wonder Boy III	\$79.99					Car Trap	\$23.99
XDR	\$79.99					Cave Drivin'	\$23.99
Zero Wing	\$79.99					Hellfire	\$42.99
Plus many, many more...						Insector-X	\$43.99

GAME GEAR

Columns	\$32.99
Dragon Crystal	\$36.99
Forbidden City	\$34.99
Kinetic Connection	\$39.99
Mickey Mouse	\$36.99
Psychic World	\$36.99
Revenge of Dracoon	\$36.99
Robot Ball	\$36.99
Super Monaco GP	\$34.99
Warehouse Guy	\$34.99
Woody Pop	\$36.99
Wonder Boy	\$39.99
Game Gear System	\$159.99

NINTENDO

NEO GEO GOLD	\$629.99
Alleyway	\$25.99
Balloon Kid	\$20.99
Battle Bull	\$22.99
Batman	\$25.99
Bugz	\$23.99
Cat Trap	\$22.99
Claytology	\$22.99
Final Fantasy	\$22.99
First of the North Star	\$22.99
Football	\$22.99
Ghosts 'n Goblins	\$22.99
Golden Axe	\$51.99
Granada	\$43.99
Hardball (8 Meg)	\$54.99
Haxx	\$43.99
Ice Climber	\$23.99
Imperial Invasion	\$24.99
Invisible Imposiblile	\$24.99
Invaders	\$23.99
Kax	\$43.99
Lakers vs. Celtics	\$45.99
Mickey Mouse	\$45.99
Mickey Mouse: Illusion	\$20.99
Moonbase: Santa Claus	\$22.99
Might and Magic II	\$49.99*
Moonwalkers	\$25.99
Mr. U.S.A.	\$41.99
Onslaught	\$43.99
Paperboy	\$42.00*
Powerball	\$43.99
POA Tour Golf	\$35.99
Phantasy Star II	\$58.99
Phantasy Star III	\$68.99*
Police Chase	\$44.99
Radical Trad	\$44.99*
R.B.I. Baseball	(JULY)
Revenge of Shinobi	\$54.99
Ridge Racer	\$46.99
Sagala (8 Meg)	\$54.99
Shadow Blasters	\$44.00
Sonic the Hedgehog	\$44.99
Star Control (12-Meg)	\$59.99
Storm Lord	\$44.99
Strider (8 Meg)	\$59.99
Super Dimension CP	\$44.99
Swamp Thing	\$44.99
Sword of Sodan	\$46.99
Terror of Vermillion	\$45.99
Texas Earth	\$46.99
Task Force Harrier	\$44.99
Thunder Force III	\$44.99
Thunder Force IV (8 Meg)	\$54.99
Warrior of Rome (8Meg)	\$54.99
Wings of War	\$44.99
688 Attack Sub	\$56.99*

SEGA GENESIS

Abra's Battle Tank	\$54.99*
Aftershaker II	\$41.99
Air Buster	\$43.99
Allen Storm	\$47.99*
Aladdin (8 Meg)	\$44.99
Arrow Man	\$43.99
Atomic Robo Kid	\$41.99
Battle Squadron	\$46.99
Battletech: Benny	\$44.99
Beamline Run	\$49.99
Binlin Run	\$44.99
Blue Almanac	\$41.99
Buster Douglas	\$41.99
Crackdown	\$49.99
Cyberball	\$41.99
Dark Castle	\$46.00
Death by Steel (SEPT)	\$42.99
Dick Tracy	\$44.99
Dinoland	\$41.99
Dynamite Duke	\$41.99
Earthbound Master	\$44.99*
ES.W.A.T.	\$39.99
Fatal Labyrinth	\$38.99
Final Zone	\$41.99
Fish Shark	\$44.99
Galaxy Meg	\$44.99
Gahn Ground	\$45.99
Ghost Busters	\$42.00
Gold Bull	\$41.99
Hellfire	\$42.99
Insector-X	\$43.99
James Pond	\$40.00
J.V. Football	\$45.99
John Madden Football	\$45.99
Ka-O-E-KI	\$53.99
Kazooie's Bounty	\$44.99
Kax	\$43.99
Lakers vs. Celtics	\$45.99
Mickey Mouse: Illusion	\$45.99
Moonbase: Santa Claus	\$47.99
Might and Magic II	\$49.99*
Moonwalkers	\$41.99
Mr. U.S.A.	\$43.99
Onslaught	\$44.99
Paperboy	(AUO)
Powerball	\$43.99
POA Tour Golf	\$35.99
Phantasy Star II	\$58.99
Phantasy Star III	\$68.99*
Police Chase	\$44.99
Radical Trad	\$44.99*
R.B.I. Baseball	(JULY)
Revenge of Shinobi	\$54.99
Ridge Racer	\$46.99
Sagala (8 Meg)	\$54.99
Shadow Blasters	\$44.00
Sonic the Hedgehog	\$44.99
Star Control (12-Meg)	\$59.99
Storm Lord	\$44.99
Strider (8 Meg)	\$59.99
Super Dimension CP	\$44.99
Swamp Thing	\$44.99
Sword of Sodan	\$46.99
Terror of Vermillion	\$45.99
Texas Earth	\$46.99
Task Force Harrier	\$44.99
Thunder Force III	\$44.99
Thunder Force IV (8 Meg)	\$54.99
Warrior of Rome (8Meg)	\$54.99
Wings of War	\$44.99
688 Attack Sub	\$56.99*



We will meet or beat any of our competitor's prices listed in this magazine for same in-stock item or we will give you \$100.00 in cash ... We Guarantee It!

(This offer excludes systems, typographical errors, liquidations, and going out-of-business sales)

If you don't see it, Call US!! We've got them all!

* ADVANCE ORDERS ARE ACCEPTED FOR SOON-TO-BE RELEASED TITLES AND HARDWARE. SECURE YOUR NEW RELEASES TODAY BY PREORDERING NOW!!

Make orders payable to "GAMETRONIX". Cashier's Check, Money Order, or Personal Check Accepted. All orders placed with a Personal Check must include the sender's Valid Driver's license number, home telephone #, and your current address for Telecheck verification; if this information is not included, check will be returned to sender. All defective merchandise is warranted through manufacturer solely. We make no guarantees for product performance. All games, systems, and accessories you wish to pre-order must be paid in advance. We are not responsible for typographical errors. All items in stock are shipped within 24 hours, however, some orders may take longer to process. If you have ordered before us, we will ship your order as soon as possible. All orders are shipped via UPS Ground \$3.00, UPS 2nd Day \$6.00, C.O.D.'s add \$4. Federal Express is optional. Credit card orders are shipped via UPS Ground \$3.00, UPS 2nd Day \$6.00, C.O.D.'s add \$4. Federal Express is optional. Call for shipping costs on large orders and systems. All Texas orders must pay 6.25% state sales tax. Please note that some items in this ad may not be in stock at the time of this reading. We discount for large orders. Corporate orders welcome. Sega Games, Game Gear, Mega Drive, Neo Geo, Super Panicon, PC Engine, Nintendo, Game Boy, Turbo Grafx and their logos are registered trademarks of their respective companies and we are not related nor endorsed by them. Any authorized returns or exchanges are subject to a 5% handling fee or \$3.00, whichever is greater. We reserve the right to change policies, prices, and sales at any time without prior notice. Open 7 Days a Week!

GAMETRONIX - 1606 QUARTER PATH - RICHMOND, TEXAS 77469





DIE HARD GAMERS CLUB

Simply The Best In The Business

DAVE • ANDREW • GREG

There are a lot of companies out there selling Japanese games... So why should you choose DIE HARD? Here's Why! Because DIE HARD is owned and operated by expert game players, we can better assist you in your purchase. Because we get the new games fast! (We want them as bad as you do!) Because we have new, lower prices and our regular customers get discounts and free giveaways. Because our turn-around time on trade-ins is fast! (We know you hate to wait!) Because we do special orders, CD's or movies of your favorite games! We do it all, and we're doing it better! Because we're totally dedicated to gaming... it's what we're all about. So give us a call, we'll send you one of our new pocket catalogs. And remember... if it's out in Japan... it's in at DIE HARD.



MEGA DRIVE PRICES START AT \$49.99

Midnight Resistance	ACT	Legend of Hero Tonma	ACT
Sonic The Hedge Hog	ACT	Parasol Star	ACT
Valis III	ACT	Bonk II	ACT
Devil Hunter Yoko	ACT	Cadash	ACT
Kageki	FTG	Batman	ACT/MZ
Monster World III	ACT	Ninja Spirit	ACT
Wardens Forest	ACT	Ninja Warriors	ACT
Magical Hat	ACT	Cyber Combat Police	ACT
Gain Ground	ACT	Vampire Kid	ACT
Strider	ACT	World Stadium 91	SPT
Dino Land	PNBL	Final Match Tennis	SPT
Berlin Wall	ACT	Champion Wrestler	SPT
Dando	ACT/RPG	Burning Angel	STR
New Zealand Story	ACT	Ovveride	STR
Batman	ACT	W-Ring	STR
D.J. Boy (unedited)	ACT	Deadmoon	STR
Elemental Master	ACT	Armedf	STR
Verytex... Awesome!	STR	Final Blaster	STR
Gynoug	STR	Aeroblasters	STR
Gaires	STR	1943	STR
Twin Cobra	STR	Tatsujiin	STR
Super Airwolf	ACT/STR	Legends of Lavalu	CD/STG
Darius II	STR	Master of Monsters	CD/STG
Aeroblasters	STR	Y'S III	CA/ACT/RPG
Heavyunit	STR	Cosmic Fantasy II	CA/STR
Curse	STR	Road Spirit	CD/DRV
Granada	STR	Exile	CD/STG
Zero Wing	STR	Manhole	CD/RPG
Blues Almanac	ACT/RPG	Cybercityedo	CA/ACT/RPG
Arcs Odyssey	ACT/RPG	Helfries	CD/STR
Shining Darkness	RPG	Download II	CD/STR
Master of Weapon	RPG	Vasteel	CD/STG
Bahamoot	RPG	TDF2	CD/STG
Ambition of Ceasar	STG	Last Armagedon	CD/RPG
Wrestle Ball	SPT	Car Crash	CS/DRV
Ringside Angel	SPT	Death Bringer	CD/RPG
Wrestle War	SPT	Gain Ground	CD/ACT
		Bonanza Bros	Actraiser
		Dynasty Warriors	CD/ACT/RPG

PC ENGINE PRICES START AT \$49.99

Legger	ACT	Hyper Drift	ACT
Parasol Star	ACT	League Bowling	ACT
Bonk II	ACT	Joy Joy Kid	ACT
Cadash	ACT	Blues Journey	ACT
Batman	ACT/MZ	King of Monsters	ACT
Ninja Spirit	ACT	Ghost Pilot	ACT
Ninja Warriors	ACT	Burning Fight	ACT
Cyber Combat Police	ACT	Sengoku	ACT
Vampire Kid	ACT	G-Loc	ACT
World Stadium 91	SPT	Pop Breaker	ACT
Final Match Tennis	SPT	Woody Pop	ACT
Champion Wrestler	SPT	Phyphic World	ACT
Burning Angel	STR	Baseball	ACT
Ovveride	STR	Headbuster	ACT
W-Ring	STR	Chase H.O.	ACT
Deadmoon	STR	Wonderboy	ACT
Armedf	STR	Dragon Crystal	ACT
Final Blaster	STR	Shinobi	ACT
Aeroblasters	STR	Vindicators	ACT
1943	STR	Scrapyard Dog	ACT
Tatsujiin	STR	Stunrunner	ACT
Legends of Lavalu	CD/STG	Turbosub	ACT
Master of Monsters	CD/STG	XEI-Ap (Batwing)	129.99
Y'S III	CA/ACT/RPG	SG 3600 Cntrfr	34.99
Cosmic Fantasy II	CA/STR	Wireless MD	49.99
Road Spirit	CD/DRV	XE-1 (MD)	39.99
Exile	CD/STG	XEI(PC)	39.99
Manhole	CD/RPG	Die Hard Hat	4.99
Cybercityedo	CA/ACT/RPG	Die Hard T's	9.99
Helfries	CD/STR	P/C Converter	39.99
Download II	CD/STR	M/D Converter	29.99
Vasteel	CD/STG		
TDF2	CD/STG		
Last Armagedon	CD/RPG		
Car Crash	CS/DRV		
Death Bringer	CD/RPG		
Gain Ground	CD/ACT		
Bonanza Bros	CD/ACT		
Dynasty Warriors	CD/ACT/RPG		

NEO GEO	CALL FOR PRICES
Cyberlip	179.99
Superspy	179.99
League Bowling	149.99
Joy Joy Kid	149.99
Blues Journey	CALL
King of Monsters	CALL
Ghost Pilot	CALL
Burning Fight	CALL
Sengoku	CALL

Mario4	Final Fight
Final Fight	Gradarius III
Gradarius III	Pilot Wings
Pilot Wings	Hole In One
Hole In One	Big Run
Big Run	Darius Twin
Darius Twin	Goleen
Goleen	Drakken
Drakken	Masters Golf
Masters Golf	Ultra Man
Ultra Man	Sim City
Sim City	U.N. Squadron

SYSTEMS	
Mega-Drive	179.99
Genesis	169.99
Neo-Geo Gold	579.99
Coregrafx	189.99
Suprgrafx	29.99
Super Famicom	CALL
Game Gear	169.99
New Lynx	99.99

SUPERGRAFX	
Aldynes	94.99
1941	94.99
Strider	94.99
Grandzort	79.99
Forgotten Worlds	CALL
Ghouls & Ghosts	79.95
Battle Ace	69.99

OTHER STUFF	
XEI-Ap (Batwing)	129.99
SG 3600 Cntrfr	34.99
Wireless MD	49.99
XE-1 (MD)	39.99
XEI(PC)	39.99
Die Hard Hat	4.99
Die Hard T's	9.99
P/C Converter	39.99
M/D Converter	29.99



Super Pro Baseball Super Famicom

Dynasty Warriors PC Engine/CD

Alisia Dragoon Mega Drive

Ninja Gaiden (New Lynx)

Suprgrafx Strider



For Fast Overnight Delivery Call 1-818-342-4756 (Orders Only Please)
 For Game Availability & Customer Service Call 1-818-342-4757
 Or Visit Our Store At
 19640 Ventura Blvd., Tarzana, CA 91356. Or Fax It 1-818-342-6049



FOR LOW PRICES & FAST,
RELIABLE SERVICE, CALL

203-664-3600

FREE SHIPPING!

LOW
PRICES!

FAST
SERVICE!!



Call for a FREE Price List on these
Systems & Games!!!



GAME TRAIN, INC./112 NOD RD. #17
CLINTON, CT 06413

TRICKS
OF THE
TRADE

GAMING
GOSSIP

JAPAN
GAMING

REVIEW
CREW

NEXT
WAVE

SUPER
FAMICOM
TIMES

WHERE DO YOU TURN TO FOR THE FIRST INFO ON
ELECTRONIC GAMING REVIEWS, GOSSIP, TRICKS,
PREVIEWS, HIGH SCORES AND INTERNATIONAL NEWS?

PICK UP THE PHONE AND BECOME A VIDEO V.I.P.!!

ELECTRONIC GAMING WEEKLY

1-900-740-7722

Introducing Electronic Gaming Weekly, the ultimate resource of video game information from the editors of Electronic Gaming Monthly magazine! Here's your chance to be an industry insider, listening in on the hottest news and getting the first-hand scoops before they hit the press!

With Electronic Gaming Weekly's explosive magazine format, you can instantly access the information that you want from the same menu of selections that you get every month in EGM!

So be in the know! Call to hear this week's issue of Electronic Gaming Weekly today!

ONLY \$1.00 PER MINUTE

GET THE SCOOP ON THE HOTTEST INFO AS ONLY ELECTRONIC GAMING MONTHLY CAN DELIVER!



Callers under 18
Be sure to get your parents' permission before calling.

A Service of
Audio Communications, Inc.

DISCOUNT PRICING.

**LEADING EDGE
PRODUCTS.**

**COURTEOUS
SALESPeople.**

FREE CATALOG.

CALL TODAY.

Home Entertainment Direct
Spans the Globe to bring you
only the best Video Game
Products! Listed below are a
few areas we excel in.
Any questions, give us a call!

JAPANESE PRODUCTS

- MEGADRIVE GAME SYSTEMS **NEW!**
- GAME GEAR PROPS
- PC ENGINE GAMES
- SUPER FAMICOM GAMES
- SUPER GRAFX GAMES
- NEO-GEO GAMES
- EVEN JAPANESE MAGAZINES!

AMERICAN PRODUCTS;

- ALL GENESIS PRODUCTS
- NINTENDO GAMES
- NEO-GEO PRODUCTS
- GAME GEAR PRODUCTS
- LYNX PRODUCTS

THIS MONTH'S SPECIALS!

**All Mega Drive
Games***
ONLY \$59

Call for your Free Price Guide.
Includes future release dates for
American & Japanese titles.
We only sell new merchandise.

415-375-8000
HomeEntertainment
DIRECT

166 Riviera Ct • San Bruno, CA 94066

(415) 375-8000 • Fax (415) 952-0243

CA Residents, Free Shipping.
Out of state, add \$3 UPS Ground
or blue label 2nd Day Air add \$5.
Call for Mail-Order Information.

Open Daily 8 a.m. to 8 p.m.
Pacific Standard Time

*Except Role Playing & 8 Meg Games.
Call for pricing and availability.

**ZACHARY'S
GAME FACTORY**



**Buying & Selling
Used Video Games**

"We Pay More and Sell For Less!"

SEGA **Nintendo** **Mega GENESIS** **FAST SERVICE**

For current price list, send \$1.00 (refundable with purchase) to
Zachary's Game Factory • 2180 Pleasant Hill Rd., A-5 • Suite 215 • Duluth, GA 30136

CIRCLE #176 ON READER SERVICE CARD.

KEEP YOUR CASH! **BUY 2
GET 1 FREE**
**TRADE-IN YOUR UNWANTED VIDEO GAMES OR SYSTEMS
& SAVE \$5 - \$100.00 FOR EACH ONE WE NEED!**

WE PAY MORE AND TRADE-IN LESS

New and Used Video Games & Systems

Mega Drive • Nintendo • Genesis • Sega • Game Boy • Turbo Graphics
Neo Geo • Lynx • Japanese Games & Systems

Radio Controlled Vehicles

Associated Electrics • MRC • Futaba • MRP • Traxxas

Skateboards • Clothing • Sneakers

Airwalk • Powell • SMA • H-Street • Blind • Indy • Santa Cruz
Slot Cars • Splatball Eq. • Kites • Frisbees • Models • 35mm Cameras & Film

H.O.R.C HOBBIES
VIDEO GAME TRADE-IN CENTER

982 Monroe Ave. • Rochester, N.Y. 14620 • (716) 244-4643 • Phone Inquiries Only.

CIRCLE #163 ON READER SERVICE CARD.

463 Wheeler Rd., Monroe, CT 06468

Kartridge King

CARTRIDGES
CDS **SYSTEMS**
ACCESSORIES
GREAT PRICES!
NEW - USED (BUY/SELL)

NINTENDO **GAMEBOY** **SEGA** **LYNX**
GENESIS **TURBOGRAFX (CD)** **NEO GEO** **M/C**
PC ENGINE **SUPERGRAFX** **GAME GEAR** **VISA**
MEGA DRIVE **FAMICOM** **SUPER FAMICON** **C.O.D.**

SPECIALS THIS MONTH

GENESIS STRIDER \$58 (new)	NINTENDO SIMPSONS \$40 (new)	TURBOGRAFX NINJA SPIRIT \$51 (new)
---	---	---

Use our bulletin board (203) 261-7656 (9 p.m. - 11 a.m. EST)
for release dates, ordering &
downloading or uploading game beating tips!

INFORMATION (203) 261-7656 (11 a.m. - 9 p.m. EST)

ORDERS ONLY 1-800-477-KART 11 a.m. -
9 p.m. EST

CIRCLE #173 ON READER SERVICE CARD.

CIRCLE #182 ON READER SERVICE CARD.

**The U.S. National
Video Game Team**



The U.S.
National Video
Game Team
recognizes
these players
for their
outstanding
game playing
achievements

U S A

TOP SCORE CLUB

VIDEO GAME HIGH SCORES

Effective March, 1991

Game of the Month High Scores!!

This Month's Game...

Thunderforce 3

1. Jonathon Zaremba 9,999,990

2.	John Dekker	7,961,680
3.	Scott McTurner	6,810,510
4.	Pete Guinto	6,801,800
5.	Ken Barker	6,698,950



Send Scores For...

Moonwalker

All entries by June 15

WIN BIG WITH EGMI!

Now you can show off your game playing skills with your very own U.S. National Video Game Team jackets and T-Shirts. Each month the top score on our Game of the Month will be awarded a Team jacket and a cart of your choice. Four runners-up will receive official Team T-Shirts! Get your high scores in today!

NINTENDO

ARCADE

Game

Score

Player

Abadox	133,180	Matt Wittingham
After Burner	14,335,970	Jeff Yoran
Bad Dudes	999,999	Stephen Krogman
Batman	5,802,500	Jeff Arensmeyer
Burai Fighter	15,342,420	Kelly McKenzie
Contra	6,553,500	Josh Winter
Double Dragon	346,450	Jeff Bensen
Double Dragon 2	399,680	Chris Hoffman
Godzilla	11,111,310	David Wright
Guilty War	219,400	Stefan Zarzynski
Kenov	534,500	Ralph Mendes
Marble Madness	147,110	Jason Turka
Mega Man	9,999,990	Jeff Yoran
Metal Gear 2	Finished	Sergio Stugard
Paperboy	191,300	Glenn Stockwell
P.O.W.	311,500	David Wright
Rad Racer	62,403	David Wright
Rampage	42,999,963	Stephen Krogman
Road Blasters	999,999	Ralph Barbegalio
Rolling Thunder	179,350	Edouard Charbonneau
Sky Shark	1,043,570	Jeff Yoran
Star Soldier	6,090,000	Kelly McKenzie
Super C	9,999,990	David Wright
Super Mario Bros. 3	9,999,990	Sergio Stugard
Tetris	385,719	Carl Falco
TMNT	9,999,900	Chris Nygard
Wizards and Warriors	999,999	Jeff Atkins

Game

Score

Player

1943	2,947,360	Brian Chapel
After Burner	68,568,000	November Kelly
Ariane	1,165,910	Stephen Krogman
APB	1,020,324	Greg Gibson
Diner(PIN)	89,320,000	Steve Pyno
Double Dragon	13,300	Brian Chapel
Hard Drivin'	528,800	Jerry Landers
Klex	2,205,000	Leong Su Chin
Out Run	49,050,270	Dan Lee
Robocop	2,240,600	Stephen Krogman
Smash TV	12,624,000(1	Greg Gibson
Super Contra	Play)	Martin Alesal

SEGA

TURBO

GENESIS

Game

Score

Player

After Burner	9,704,000	Jeff Yoran
Altered Beast	234,400	Alex Stamos
Double Dragon	610,370	Brian Gedreault
Missiles Defense 3-D	659,000	Joe Taddei
Out Run	55,626,340	John Lee
Rampage	79,500	Geno D'Amore
Restan	31,139,300	Christopher Sims
R-Type	31,128,500	Brian Gedreault
Shinobi	1,165,750	Todd Bustillo
Space Harrier	35,267,970	Dan Lee
Thunder Blade	3,054,000	Bob McGuire
Time Soldiers	7,437,700	Rob Siegmann

Game

Score

Player

Alien Crush	999,999,900	Barry Bowman
Blazing Lazers	999,999,999	Dale Scordino
Bloody Bloody	2,348,300	Ken Shulin
Bonk's Adventure	998,499	Chris Nygard
Cyber Carr	999,900	Jim Hakola
Dragon Spirit	639,670	Randy Lewis
Enduro	98,265,100	Brandon Fish
Fighting Street	547,600	Sergio Stugard
Flight of the J.J. & Jeff	10,175,650	Chris Camera
Monster Lair	389,920	Terence Micharoni
Side Arms	3,848,600	Mark Discorso
Victory Run	18 min. 00.13 sec	Stephen Shelton

Game

Score

Player

After Burner 2	29,017,840	Tony Desilevy
Altered Beast	4,682,000	Lee Ventelicher
Air Diver	78,023,000	Steve Swetz
Columns	98,989,989	Keith Dillworth
Curse	10,550,300	Jeff Yoran
Forgotten Worlds	1,694,100	Tony Desilevy
Ghostsbusters	15,125,000	Kurt Schaal
Ghouls & Ghosts	1,559,700	Bradley Miske
Revenge of Shinobi	6,029,800	Randy Lewis
Target Earth	79,172,540	Todd Bustillo
Thunder Force 2	6,776,350	Tony Desilevy
Truxton	3,331,050	Tony Desilevy

Rules - All scores on Moonwalker must be received by June 15, 1991. If maximum scores are reached, the first five entries will be awarded prizes. All scores must be submitted on official Team entry forms and accompany a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 222, Lombard, IL 60148 for an official entry form.

POWERBALL™



SMASH INTO THE FUTURE

In a futuristic sports arena, you're running upfield, free and clear, when WHAM! your opponent slams into you with a bone-jarring tackle knocking the ball loose. On defense, switch control to your nearest player, then devastate the ball handler with a lightning spin kick, forcing another fumble. Now pick it up and sprint upfield. Then cut back to evade tacklers, fake the goalie, and bust through for a touchdown!

This is Powerball™, the sports game where teams of armored athletes hammer each other in a furious slugfest. Powerball combines skills from martial arts, football, and rugby. Each of the twelve teams boasts a unique level of skills. Whether you compete against the computer or a friend, you'll thrill to the action of Powerball, the smash sport of the future.

For more information write:
Namco, Hometek Inc. 3255-1 Scott Blvd. Suite 102 Santa Clara, CA 95054-3013.



POWERBALL™ © 1991 Namco Ltd. All rights reserved.
Licensed by Sega Enterprises Ltd. for play on the SEGA GENESIS SYSTEM.



namco

The Game Creator
CIRCLE #140 ON READER SERVICE CARD.

ELECTRONIC GAMING MONTHL

THE GAMES OF MAY 1991...

NINTENDO

Beetlejuice

Acclaim - Action

Bill Elliott's Nascar Challenge

Konami - Sports

Cyber Stadium Series - Base Wars

Konami - Action/Sports

Family Fued

Gametek - Family Fun

Faria

Nexsoft - Action/RPG

Hunt For Red October

Hi Tech Expressions - Action

Ikari 3 - The Rescue

SNK - Action/Adventure

Magic Darts

Romstar - Sports

Monopoly

Parker Bros. - Family Fun

Motorcity Patrol

Matchbox - Action

Open Tournement Golf

Nintendo - Sports

Pac Man - 10th Anniversary

Tengen - Maze Chase

Robocop 2

Data East - Action

Times of Lore

Toho - Action/RPG

Touchdown Fever

SNK - Sports

Uninvited

Kemco-Seika - Adventure/RPG

Videomation

THQ - Drawing System

World Cup Soccer

Nintendo - Sports

GENESIS

Abrahm's Battle Tank

Sega - Simulation

Batman

Sunsoft - Action

Flicky

Sega - Action

Hardball

Ballistic(Accolade) - Sports

Junction

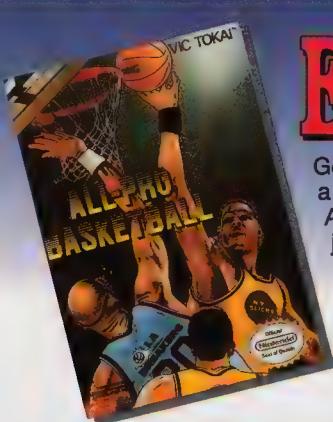
Bignet USA - Puzzle

Powerball

Namco-Hometek - Action/Sports

Warrior of Rome

Bignet USA - War Simulation



EXTRA! EXTRA!

Get real. You're a die-hard gym rat and you're not looking for a basketball game that plays like a cartoon. Look no longer. All-Pro Basketball lets you have real basketball with long range jumpers, in-your-face stuffs, passes, steals, rebounds, fouls, and even a half-time show. Don't get faked out of the gym by pretenders; get real with All-Pro Basketball.

VIC TOKAI INC. 22904 Lockness Ave., Torrance, California 90501 Tel: 213 328-8880
Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America, Inc.
All-Pro Basketball and Conflict are trademarks of VIC TOKAI Inc.

The information listed above was supplied by each of the in-

Y & VIC TOKAI INC. PRESENT...

...APPEARING IN LOCAL STORES NOW!

TURBOGRAPHIX

J.B. Harrold Murder Club
NEC CD - Strategy

Sherlock Holmes Consulting Detective
NEC CD - Strategy

MASTER SYSTEM

GAMEBOY

Bo Jackson Baseball/Football
THQ - Sports

Bugs Bunny - Crazy Castle 2
Kemco-Seiko - Action/Puzzle

Caesar's Palace
Arcadia - Simulation

Castellian
Triflex - Action/Maze

Mysterium
Asmik - Adventure/RPG

Pac Man
Namco-Hometek - Maze

The Punisher
Acclaim - Action

The Rescue of Princess Blobette
Absolute - Adventure

Super RC Pro Am
Nintendo - Sports

Sword of Hope
Kemco-Seika - Adventure

Tailgator
Natsume - Action

Torpedo Range
Romstar - Simulation

LYNX

Blockout
Atari - Puzzle

NFL Football
Atari - Sports

Ninja Gaiden
Atari - Action

Tournement Cyberball
Atari - Action/Sports

Warbirds
Atari - Simulation

GAME GEAR

Revenge of Drancon
Sega - Action

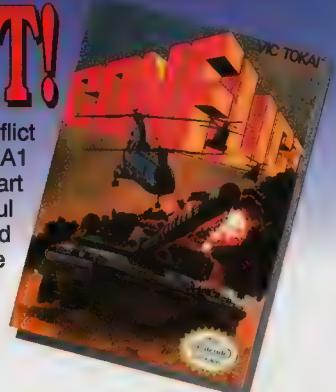
NEO-GEO

King of Monsters
SNK Home - Sports/Wrestling

League Bowling
SNK Home - Sports

READ ALL ABOUT IT!

VIC TOKAI is looking for a few good men to handle a little Conflict with the enemy. You will be expected to command your MIA1 tank units, Apache helicopters, and F-16 Eagles and A-10 Warthogs into some serious action against the enemy's powerful T-62 battle tanks, MI-24 attack helicopters, and MIG-29 and SU-27 fighter aircraft. If you've got what it takes, we've got the war simulation that could make you a hero.



Both games are available through
Audio/Video Systems.
To order, call (913) 648-4336

Nintendo
ENTERTAINMENT
SYSTEM™



GAME OVER!



VALIS II



The first form of Megas is relatively easy to defeat by staying in the left-hand corner and jumping.

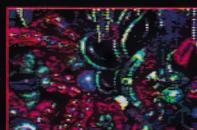


Megas in his second form moves back and forth. Stay to the right and jump over the power blasts.



DEFEAT MEGAS IN HIS TWO FORMS TO LEARN THE TRUTH!

It all started with your battle with your friend Reiko. After her death, you learned about the rise of Megas, an emperor even more ruthless than the Logless King. With the power of the Sword of Valis, you have managed to fight your way to Megas, and now face him in a cataclysmic battle to the finish! Before he breathes his last, Megas explains the reasoning behind his conquest, a sad tale only the best gamers will hear...



THE END

SUNSOFT
for the Nintendo Entertainment System™



Sunsoft is a registered trademark of Sun Corporation of America. Nintendo and Nintendo Entertainment System™ are registered trademarks of Nintendo of America Inc. © 1991 Sun Corporation of America.

JOIN The Club

The Sunsoft Blasterz™ Club is your ticket to the inside. Get a 1 year membership, 3 issues of the Sunsoft newsletter "Blast-On," plus an official membership card, erasable score sheet, dry marker, and Blasterz stickers for just \$5.

Name _____ Age _____

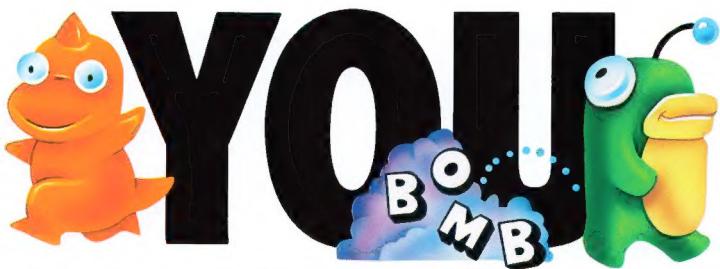
Address _____

City _____

State _____ ZIP _____

Mail this card with a check to:
Sunsoft Blasterz Club
11165 N. Western
Cupertino, CA 95014
Please allow 4-10 weeks for delivery.

Coming soon



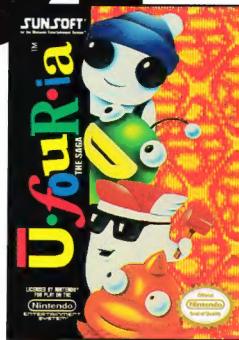
DROP



LICENSED BY NINTENDO®
FOR PLAY ON THE
Nintendo
ENTERTAINMENT SYSTEM™



Ufouria™
The Saga.
New from
Sunsoft®



CIRCLE #164 ON READER SERVICE CARD.

PAC-MAN'S BACK AND GAME BOY'S GOT HIM!



PAC-MAN © 1980, 1990 Namco Ltd. All rights reserved.

The arcade classic Pac-Man makes his Game Boy™ debut in this sensational new release from Namco. Relive the adventure as you munch your way through twisting mazes filled with power pellets, bonus fruit, and those wicked ghosts! Beware of their touch- they've been known to snack on Pac's.

Hook up with a friend to double the excitement in this first 2-player Pac-Man™. Determine the challenge by choosing the number of lives you'll need to defeat your opponent. Add fuel to the rivalry by using the handicap feature which allows two players to begin in different rounds. Gulp down a ghost and shoot'em to your opponent's maze!

There's Ghosts to gobble so get Pac'n.



namco

The Game Creator

3255-1 Scott Blvd. Suite 102 Santa Clara, CA 95054-3013

CIRCLE #140 ON READER SERVICE CARD.

Nintendo, Game Boy and the Official seals are trademarks of Nintendo of America Inc.

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity,
please visit us at www.retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!

